

Vassal Hex and Counters Sample Template Ragnarok

Introduction and Guide

John Edwards

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Ragnarok (SPI) 1981 1.2 release (v3.7.9) - VASSAL 3.7.9

File Tools Help

Track Turn ? Camera Search

Charts TEC CRT Sequence of Play VP UIC HTML Sample

[4.0] SEQUENCE OF PLAY

SETTING UP THE GAME

Players should punch out and sort the playing pieces by color and type, and decide who will play each side. The Aesir player places the Heimdall counter on hex 0101, and both players place each of their heroes' Endurance Level markers on the Endurance Level Track in the space containing the name of each hero. Play then begins and proceeds strictly in the order that is outlined in the Game-Turn Sequence.

GAME-TURN SEQUENCE

Jotun Player-Turn

Rainbow Bridge Phase. The Jotun player determines whether the Rainbow Bridge collapses.

Jotun Recovery Phase. The Jotun player determines which of his incapacitated counters recover; eligible Jotun heroes can regain lost Endurance Points.

Jotun Movement Phase.

- On-Map Hero Segment. All eligible Jotun heroes that begin the Phase on the map can move.
- On-Map Unit Segment. All eligible Jotun units that begin the Phase on the map can move; engaged Jotun units can attempt to disengage and, if successful, can move.
- Rainbow Bridge Segment. All Jotun counters on the Rainbow Bridge Track can move.

Jotun Combat Phase.

- Engaged Hero Combat Segment. All eligible Jotun heroes that are engaged can attack Aesir heroes.
- Unengaged Hero Combat Segment. Eligible Jotun heroes that began the Phase unengaged can attack Aesir counters.
- Unit Combat Segment. Eligible Jotun units can attack Aesir counters.

Aesir Player-Turn

Aesir Reinforcement Phase. The Aesir player determines which counters are available for entry onto the map.

Aesir Recovery Phase. The Aesir player determines which of his incapacitated counters recover; eligible Aesir heroes can regain lost Endurance Points.

Aesir Movement Phase.

- On-Map Hero Segment. All eligible Aesir heroes that began the Phase on the map can move.

Ragnarok Map

The map shows the Plain of Vigrid, a large open field with several forested areas (green hexes) and a river (blue line). The map is a hexagonal grid with numbered coordinates from 0101 to 1719. A yellow line represents the Rainbow Bridge Track, which connects various hexes across the map. The interface includes a toolbar at the top with icons for file operations, track selection, turn control, search, and help. A "Turn" button is prominently displayed in the center of the map area. At the bottom, there are several tables and charts: [11.8] RAINBOW BRIDGE TRACK, [11.7] RAINBOW BRIDGE COLLAPSE TABLE, [8.6] DAMAGE TABLE, [8.8] MORTAL ENEMY COMBAT MODIFICATION SUMMARY, and [5.8] TERRAIN EFFECTS CHART. A legend on the left provides information on hero types, unit sizes, and terrain effects.

• On-Map that began Aesir successfully

• Reinforced forces

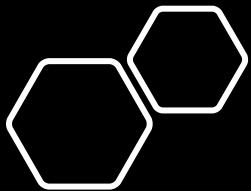
Aesir Counter

• Engaged Aesir heroes

• Unengaged Aesir heroes

• Unit Counters

attack Aesir



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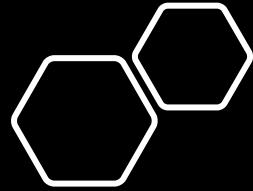
Summary

The Hex n Counters sample template is intended as a quick and easy way to create a hex and counters wargame in Vassal.

The template relies on replacing named files with your game files, and then cleaning up the hex grid and adding counters, to deliver a working Vassal module rapidly.

This presentation walks through an example of creating a module for SPI Ragnarok, from Ares issue #8 in 1981.

for more visit [github](#)



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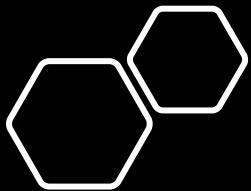
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- Preparation
- Key Files
- Map
- Counters
- Charts





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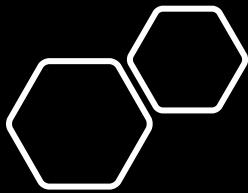


Preparation

The readiness is all (Hamlet Act V Scene ii)

First step is to collect and edit the assets ('key files') needed. These are help text files and images of cover, map, and charts (counters later).

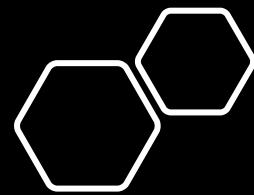
You will need an image editor, like GIMP or paint.net to create individual graphics files (that editing is outside the scope of this walk through).



Vassal Hex and Counters Sample

• Key Files

File	Folder	Description	Notes
help-guide.txt	root	Guide file on Help\Guide menu	update or replace based on this file
help-readme.txt	root	Readme file on Help\Readme menu	update or replace with vmod info
chart-crt.jpg	images	Combat Results Table	replace with your own (750px wide)
chart-sop.jpg	images	Sequence of Play	replace with your own (750px wide)
chart-tec.jpg	images	Terrain Effects Chart	replace with your own (750px wide)
chart-uic.jpg	images	Unit Identification Chart	replace with your own (750px wide)
chart-vp.jpg	images	Victory Points/Conditions	replace with your own (750px wide)
help-cover.jpg	images	Cover splash image	replace with your own (400px wide)
map.jpg	images	Map	replace with your own @ 150ppi
map-turntrack.jpg	images	Game Turn Track	replace with your own @ 150ppi
icon-map.png	images	Map icon	gray - replace with 25px map thumb
icon-pieces.png	images	Pieces icon	Red counter - replace with 25px counter thumb
chart-html.html	root	(optional) HTML file in chart tab HTML Sample	update with content of your choice or remove



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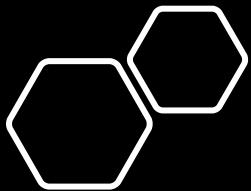


- **Text Files**

These are simple text files. Take a copy of the sample files and edit. Remember to remove the developer notes. Files are:

`help-guide.txt`

`help-readme.txt`



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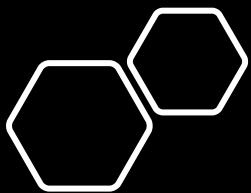
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• help-guide.txt

The screenshot shows the Vassal Engine interface with the 'Ragnarok' hex map loaded. The map features a green forested area in the center with various hexes labeled with numbers like 0901 through 1310. To the right of the map is a 'Guide' window titled 'Ragnarok v1.2'. The guide contains several sections with text and icons:

- Players Guide**: A general introduction to Vassal, mentioning it's a simulation of the battle at the end of the world from 1981.
- Overview**: Describes how to start a game by selecting 'play mode' and choosing the 'Start a new game offline' option.
- Startup**: Instructions for opening a log file and joining as an observer.
- Toolbar**: Information about the toolbar buttons for playing logs and saving files.
- FLAG (Sides)**: Details about the white flag used for retire and switching sides.
- COUNTER (pieces)**: Instructions for opening the counter window and deploying pieces.
- FOLDER**: Information about the folder icon for charts and sequence of play.
- DEADPILE**: Description of where eliminated units go.
- DICE**: Information about calculating and reporting results.



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• help-readme.txt

The screenshot shows the Vassal application interface. The main window displays a hexagonal map for the game "Ragnarok". The map features a green hexagonal grid with various numbers and symbols on the hexes, representing terrain or unit placement. A large watermark-like text "RAGNAROK" is centered on the map. The top menu bar reads "Ragnarok (SPI) 1981 1.2 release (v3.7.9) - VASSAL 3.7.9". Below the menu is a toolbar with various icons for file operations, tools, and game specific functions like "Track" and "Turn". To the right of the main map area is a "ReadMe" window titled "Hex n Counters Template v12". This window contains a "README" section with details about the module, including the module name "Ragnarok-v12.vmod", the game "Ragnarok (SPI) 1981", the version "1.2 release", the last update date "27-MAR-2024", the creation date "01-JAN-2019", the author "John Edwards", and notes "n/a". It also includes sections for "Overview", "Fixed in this Version (v1.2)", "New in this Version (v1.2)", "all content", "Known Issues/Future Developments", "Release Notes", and contact information.

Ragnarok (SPI) 1981 1.2 release (v3.7.9) - VASSAL 3.7.9

File Tools Help

Track Turn ?

ReadMe

Hex n Counters Template v12

README

Release Notes

Module: Ragnarok-v12.vmod
Game: Ragnarok (SPI) 1981
Version: 1.2 release
Last Updated: 27-MAR-2024
Created Date: 01-JAN-2019
Author: John Edwards
Notes: n/a

Overview

Ragnarok is SPI's simulation of the battle at the end of the world.

Fixed in this Version (v1.2)

New in this Version (v1.2)

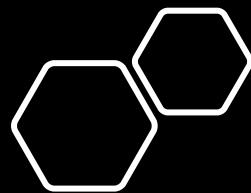
all content

Known Issues/Future Developments

Release Notes

v1.2 updated to v379, markdown added

Contact jzedward or visit simpubs with any comments or feedback



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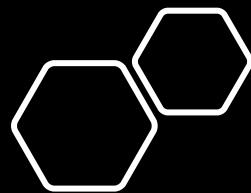
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• Charts

Recommend to edit/save charts at 150ppi (same scale as the map). The chart files are all jpg format images. Files are:

chart-crt.jpg
chart-sop.jpg
chart-tec.jpg
chart-uic.jpg
chart-vp.jpg



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- chart-crt.jpg

Charts

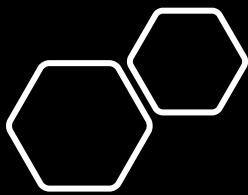
TEC CRT Sequence of Play VP UIC HTML Sample

[8.6] DAMAGE TABLE

COMBAT DAMAGE			BLINDING LIGHT		
TARGET IS...	Hero	Unit	DICE	TARGET IS...	
	Hero	Unit		Hero	Unit
-1	1(-1)	2	2	Incap	Incap
-3	1	3	3	-	Incap(-1)
-1	1	4	4	Incap	Incap
-4g	1(-1)	5	5	Incap	Elim
-3	Elim	6	6	-	Incap(-1)
-2	1	7	7	Incap	Incap
-2	2	8	8	-	-
-1	1(-1)	9	9	Incap	Incap
-1	1(-1)	10	10	Incap	Incap
-1	1(-1)	11	11	-	-
-1	1(-1)	12	12	Incap	Incap

EXPLANATION:

-1 (through -4): Hero loses indicated number of Endurance Points. 1: Unit retreats one hex. 2: Unit retreats two hexes. 1(-1): Unit loses one Step and then retreats one hex. Elim: Unit eliminated. Incap: Unit or hero incapacitated. Incap(-1): Unit incapacitated and loses one Step. g: Hero suffers grievous injury. -: No effect.



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- chart-sop.jpg

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GAME-TURN SEQUENCE

Jotun Player-Turn

Rainbow Bridge Phase. The Jotun player determines whether the Rainbow Bridge collapses.

Jotun Recovery Phase. The Jotun player determines which of his incapacitated counters recover; eligible Jotun heroes can regain lost Endurance Points.

Jotun Movement Phase.

- On-Map Hero Segment. All eligible Jotun heroes that begin the Phase on the map can move.
- On-Map Unit Segment. All eligible Jotun units that begin the Phase on the map can move; engaged Jotun units can attempt to disengage and, if successful, can move.
- Rainbow Bridge Segment. All Jotun counters on the Rainbow Bridge Track can move.

Jotun Combat Phase.

- Engaged Hero Combat Segment. All eligible Jotun heroes that are engaged can attack Aesir heroes.
- Unengaged Hero Combat Segment. Eligible Jotun heroes that began the Phase unengaged can attack Aesir counters.
- Unit Combat Segment. Eligible Jotun units can attack Jotun counters.

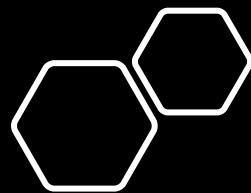
Aesir Player-Turn

Aesir Reinforcement Phase. The Aesir player determines which counters are available for entry onto the map.

Aesir Recovery Phase. The Aesir player determines which of his incapacitated counters recover; eligible Aesir heroes can regain lost Endurance Points.

Aesir Movement Phase.

- On-Map Hero Segment. All eligible Aesir heroes that began the Phase on the map can move.



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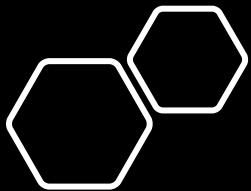


• chart-tec.jpg

The screenshot shows the Vassal software interface with the title bar "Charts". Below it is a tab bar with "TEC" selected, followed by "CRT", "Sequence of Play", "VP", "UIC", and "HTML Sample". The main area is titled "[5.8] TERRAIN EFFECTS CHART". The chart is a table with three columns: "Terrain", "Effects on Movement", and "Effects on Combat".

Terrain	Effects on Movement	Effects on Combat
Clear	1 MP to enter	None
Road	1 MP to enter (see 5.1)	None
Forest	2 MP to enter	-1 to Attack Rating if defender is in forest; Valkyries cannot attack or be attacked by units in forest
River	1 additional MP to cross	-2 to Attack Rating if attacking across river (unit attackers only)
Bridge	Negates MP cost to cross river	-2 to Attack Rating if attacking across bridge (unit attackers only)
Intact Wall	Cannot be crossed	Combat across wall prohibited
Destroyed Wall	1 additional MP to cross (see 11.1, 11.2)	-1 to Attack Rating if units attacking across destroyed wall
Intact Gate	Cannot be crossed by Jotun counters	Combat across gate prohibited
Destroyed Gate	1 additional MP to cross (Jotun or Aesir)	-1 to Attack Rating if units attacking across destroyed gate

EXPLANATION:
MP: Movement Point. Note that the movement restrictions indicated in this chart apply only to ground units and to heroes other than Odin (see 5.3 and 9.1).



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• chart-uic.jpg



[1.0] INTRODUCTION

Ragnarok is a game depicting the struggle of the Aesir race of Norse gods against an invasion of enemies led by the traitorous god, Loki. The map depicts the Plain of Vigrid, lying between the Rainbow Bridge and the city of the gods, Asgard, where the battle takes place, and the playing pieces represent warriors, Valkyries, Frost Giants, Fire Giants, and such celebrated individuals as Odin, Thor, Loki, and the Midgard Serpent. Each player maneuvers his forces across the map in an effort to fulfill his Victory Conditions. To win, the player commanding the invading Jotun forces must destroy Asgard, thus bringing about Ragnarok, the "twilight of the gods." The Aesir player must repel the Jotun invasion to win, thus postponing Asgard's fall.

[2.0] GAME COMPONENTS

Each copy of *Ragnarok* should include the following components:
 One 17" x 22" game map
 One sheet of 100 die-cut cardboard playing pieces
 One rules booklet (bound into *Ares* edition)
 Three six-sided dice (not included in *Ares* edition)
 One game box (not included in *Ares* edition)

If any of these components are missing or damaged, fill out the enclosed Complaint Card (not included in *Ares* edition) and return it to SPI with the appropriate items checked. Those who have the *Ares* edition of *Ragnarok* should address complaints to:

Customer Service
 Simulations Publications, Inc.
 257 Park Avenue South
 New York, New York 10010

Note: The process used to manufacture the die-cut playing pieces used in SPI games sometimes results in colors from one piece overlapping the edge of another, or in the characters being printed slightly off-center. SPI cannot replace counters displaying such minor manufacturing inaccuracies. Only counters that are illegible can be replaced by SPI.

CASES:

[2.1] The map represents the Plain of Vigrid, where Ragnarok occurs.

A hexagonal grid is superimposed on the map to regulate the movement and positioning of playing pieces. Each hexagon (or hex) represents one league (about three miles) from side to side, and each Game-Turn represents the passage of 30 minutes.

[2.2] The game includes various charts and tables whose uses are explained in the appropriate rules Sections.

The charts and tables used in *Ragnarok* are the Terrain Effects Chart, Disengagement Table, Mortal Enemy Combat Modification Summary, Damage Table, Rainbow Bridge Collapse Table, Attack Ratings Modifications Summary, and Summary of Special Abilities. In addition, the Endurance Level Track and the Rainbow Bridge Track — both printed on the mapsheet — are used to record the progress of certain game functions.

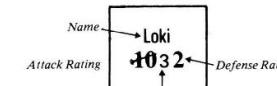
[2.3] The counters represent the Aesir and Jotun forces that fight on the Plain of Vigrid.

There are three types of counters: ground units, Valkyrie units, and heroes. Each major god and mythological creature that participates in the battle is represented by a hero counter. Each ground unit represents a group of several thousand warriors, Frost Giants, or Fire Giants. Each Valkyrie unit represents a group of Valkyries.

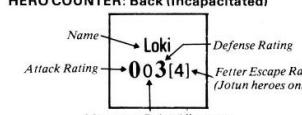
The Aesir player controls warrior, Berserk warrior, and Valkyrie units, plus Odin, Thor, Tyr, Vidar, Heimdall, and Freyr. The Jotun player controls Frost and Fire Giant units, plus Loki, Fenrir, Hrym, Surt, Garm, and the Midgard Serpent.

[2.4] Sample Counters:

HERO COUNTER: Front

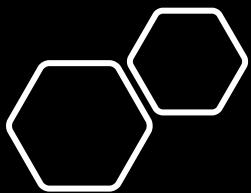


HERO COUNTER: Back (Incapacitated)



GAME MARKERS

Front	Back



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• chart-vp.jpg

[14.0] VICTORY CONDITIONS

GENERAL RULE:

The first player to fulfill *one* of his Victory Conditions is the winner of the game. The Jotun player wins by exiting counters from the east mapedge within Asgard. The Aesir player wins by repelling the Jotun invasion successfully. The game ends immediately whenever one player has fulfilled one of his Victory Conditions, and he is declared the winner.

CASES:

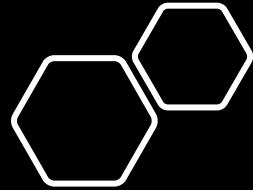
[14.1] The Jotun player wins the game if he exits one hero (without a grievous injury) or one unit (full or reduced strength) from the east mapedge between 0726 and 1526, inclusive.

To exit a counter from the mapedge, the Jotun player must move the exiting counter into a hex adjacent to the mapedge and expend one Movement Point to leave the map. Once a counter leaves the map, it may never re-enter.

[14.2] A Jotun *hero* exited from the map before all Aesir counters on the map have been destroyed does not fulfill the Jotun player's Victory Conditions.

[14.3] A Jotun unit exiting the map between 0726 and 1526 by retreating as a result of combat does not count as an exited unit for the purposes of Jotun Victory Conditions.

[14.4] The Aesir player wins if he eliminates all Jotun counters that enter the map, regardless of his own losses.



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- **chart-html.html**

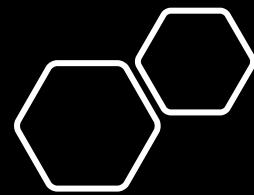
(optional) This is a chart file to demonstrate the use of a web/HTML file to display structured text. You will need to do some HTML editing to add content.

```
File Edit Selection View Go Run Terminal Help ← → 
▷ chart-html.html ×
D: > tmp > work > ragnarok > jzhex-n-counters-template-v12-379 > ▷ chart-html.html > head
1  <head>
2  <p>This is an HTML help file sample. Edit and add your code here</p>
3  </head>
```

Charts

TEC CRT Sequence of Play VP UIC HTML Sample

This is an HTML help file sample. Edit and add your code here



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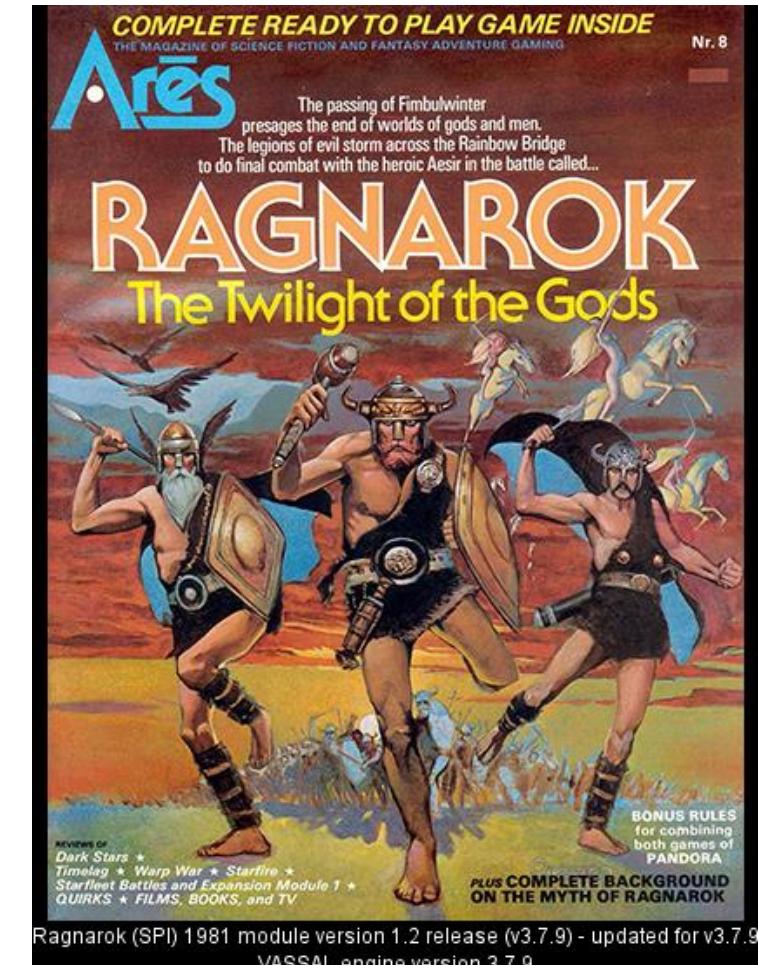
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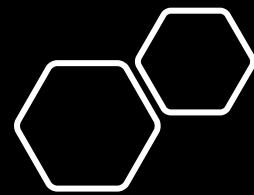
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- help-cover.jpg
Menu Help/About Module
400px wide





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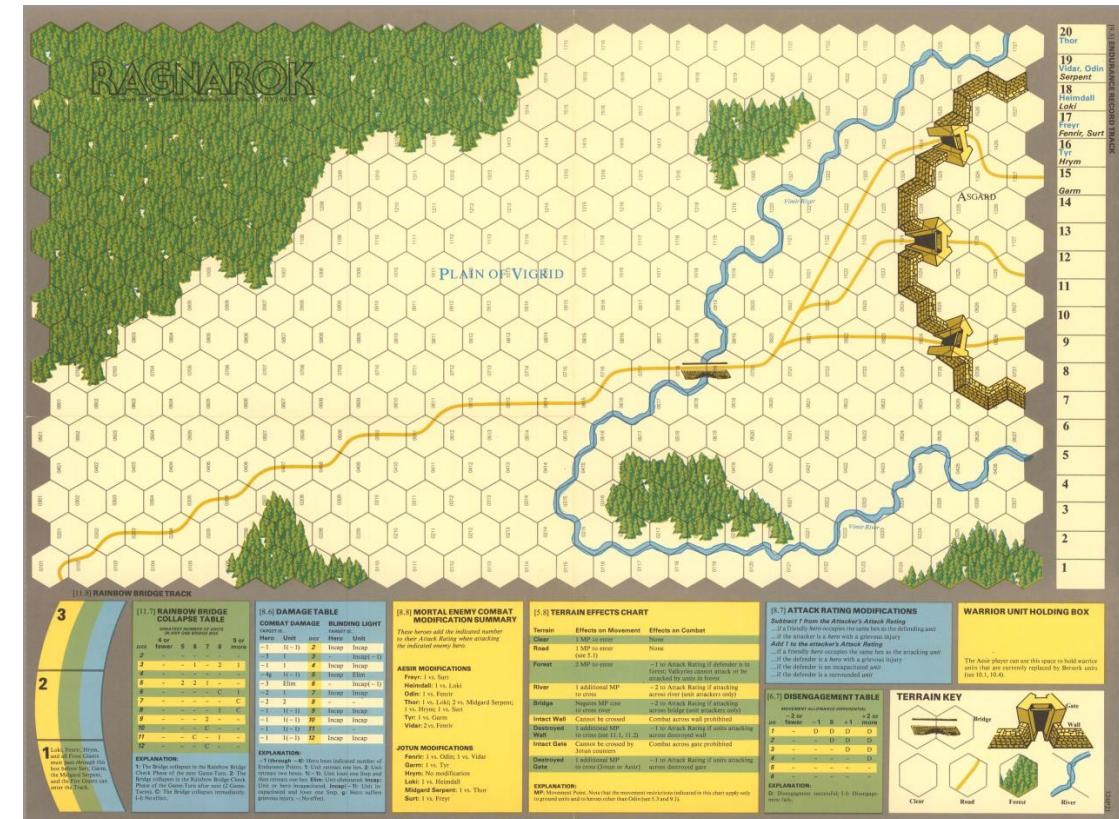
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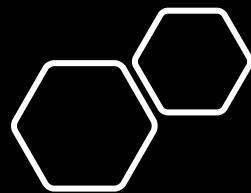
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- map.jpg
- The full game map
- map-turntrack not used in Ragnarok





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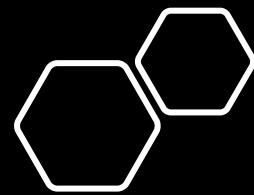
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- **icon-map.png**
 - Small icon of the map, resized to 25px high
- **icon-pieces.png**
 - Small icon of a counter, resized to 25px high





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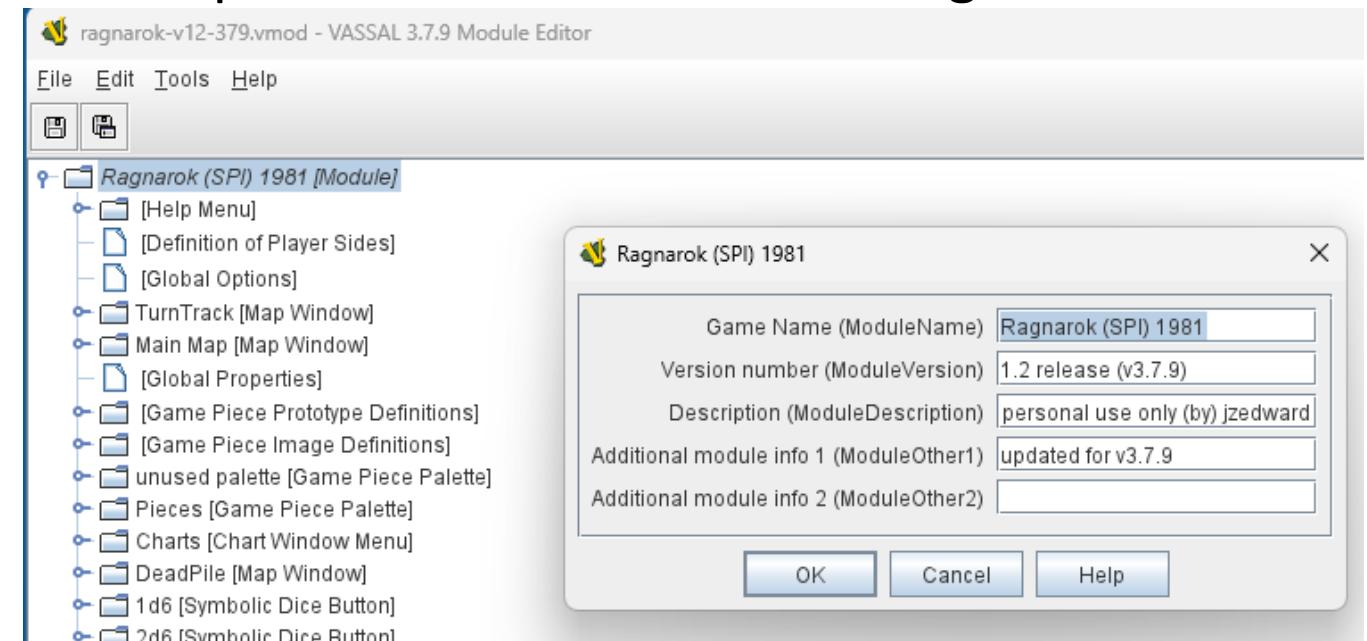


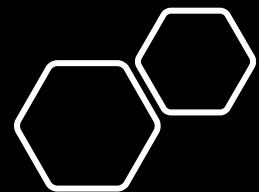
• Create a Module

Copy the module template from

<https://github.com/jzedwards/vassal-hex-n-counters-template/> and rename to ragnarok.vmod

Open module editor and change the name





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• Key Files

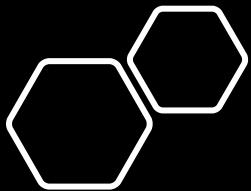
Prepare the files above ready for the module
The simplest way to add them is to drop them
into the vmod file by opening with 7Zip.

The screenshot shows a Windows File Explorer window with the path: This PC > DATA (D:) > tmp > work > ragnarok > assets. The 'Details' view displays various files:

- chart-attack
- chart-crt
- chart-diseng
- chart-mortal
- chart-rainbow
- chart-sop
- chart-tec
- chart-uic
- chart-vp
- help-cover
- icon-map
- icon-pieces
- map
- map-rainbow

Below the File Explorer is a screenshot of the 7-Zip application interface. The title bar says "D:\tmp\work\ragnarok\ragnarok-v12-379.vmod\images\". The toolbar includes Add, Extract, Test, Copy, Move, Delete, and Info. The file list shows the same files as the File Explorer:

Name	Size	Packed Size	Modified	Cr
1x1.png	70	60	2020-05-18 22:24	
chart-attack.jpg	156 494	147 082	2024-03-27 22:19	
chart-crt.jpg	268 887	257 754	2024-03-27 22:18	
chart-diseng.jpg	138 241	126 365	2024-03-27 22:20	
chart-mortal.jpg	249 327	239 120	2024-03-27 22:18	
chart-rainbow.jpg	226 253	216 092	2024-03-27 22:17	
chart-sop.jpg	339 999	326 220	2024-03-27 22:23	
map.jpg	424 011	411 021	2024-03-27 22:19	



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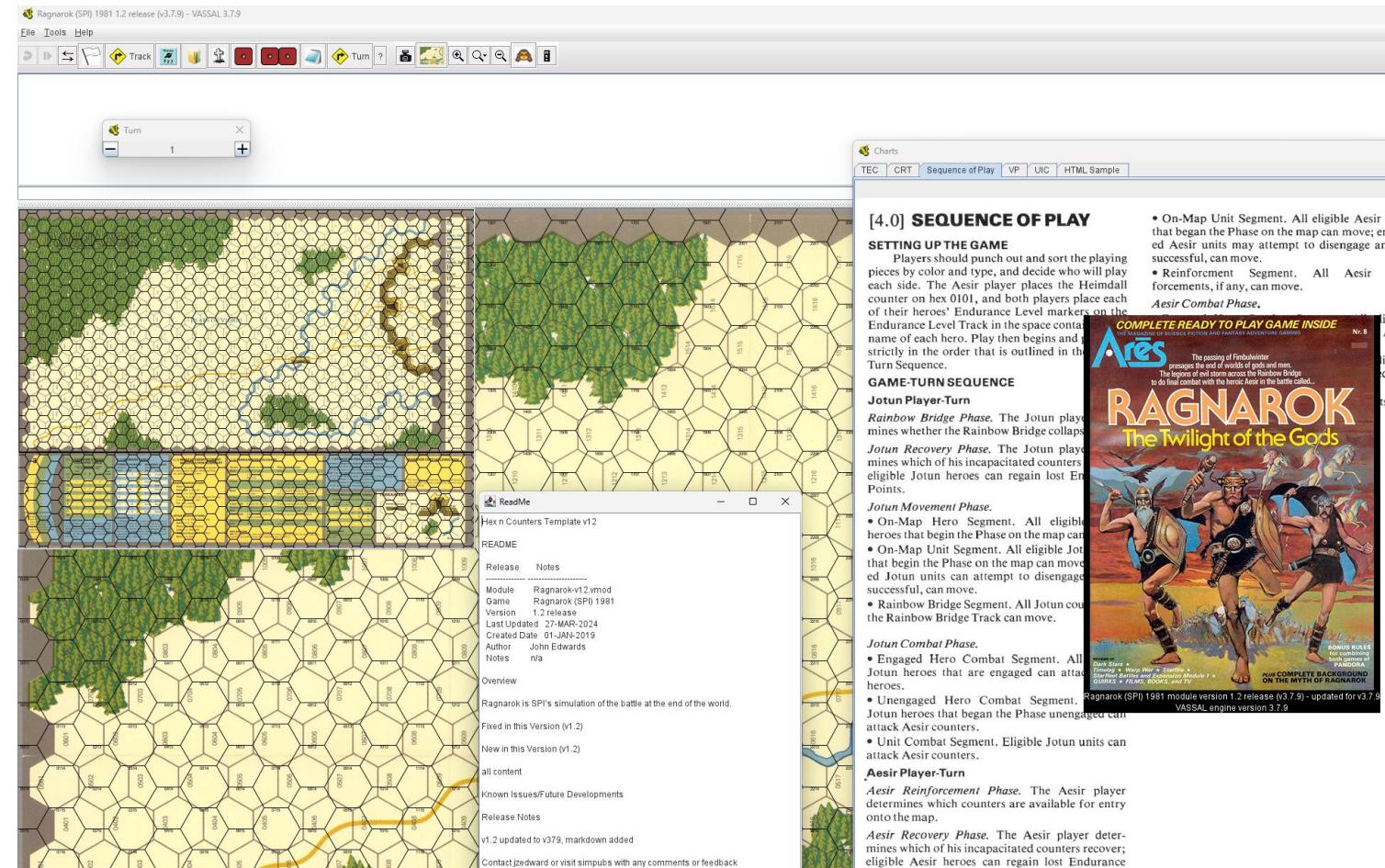
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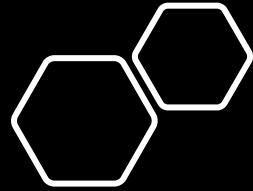
jzedward



• State of Play I

How the module looks with the files added





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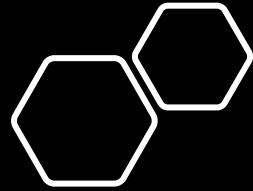
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- Preparation
 - Key Files
 - Map ←
 - Counters
 - Charts



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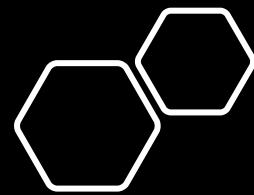


Map

I see as in a map, the end of all
(Richard III Act II Scene iv)

Our map is a bit of a mess! The hexes are the wrong way and not aligned.

Next step is to size the grid, fix the numbers and add 'zones' for the on map boxes and tracks



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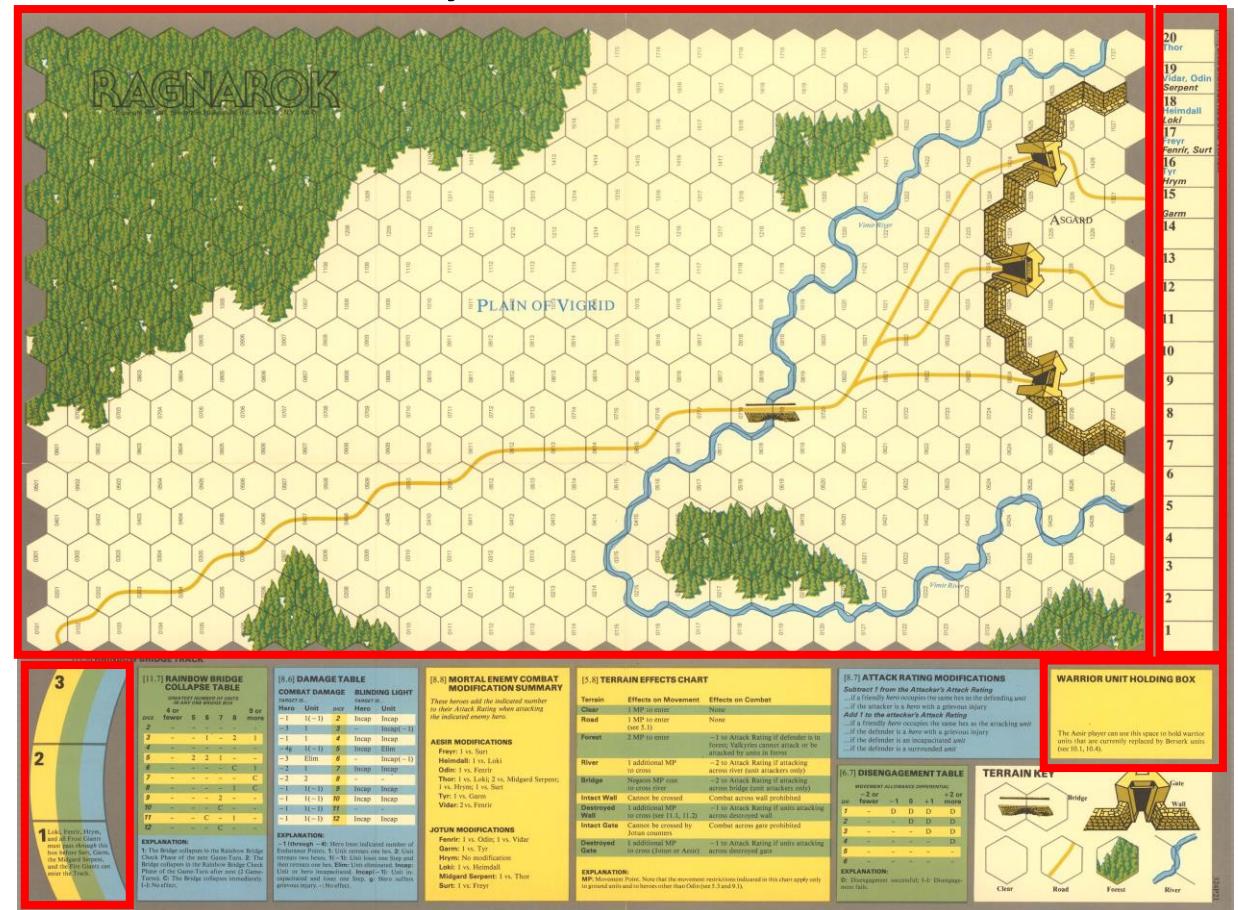
www.simpubs.org

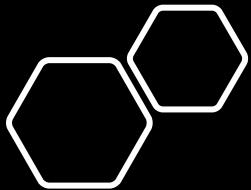
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• zones

Vassal uses 'zones' to divide the map.
We have 4 key zones to define





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- **zones**

Vassal uses ‘zones’ to divide the map.

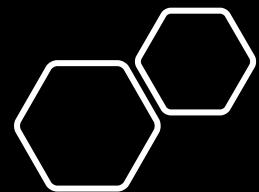
We have 4 key zones to define:

Map

Endurance Track

Rainbow Bridge Track

Warrior Box



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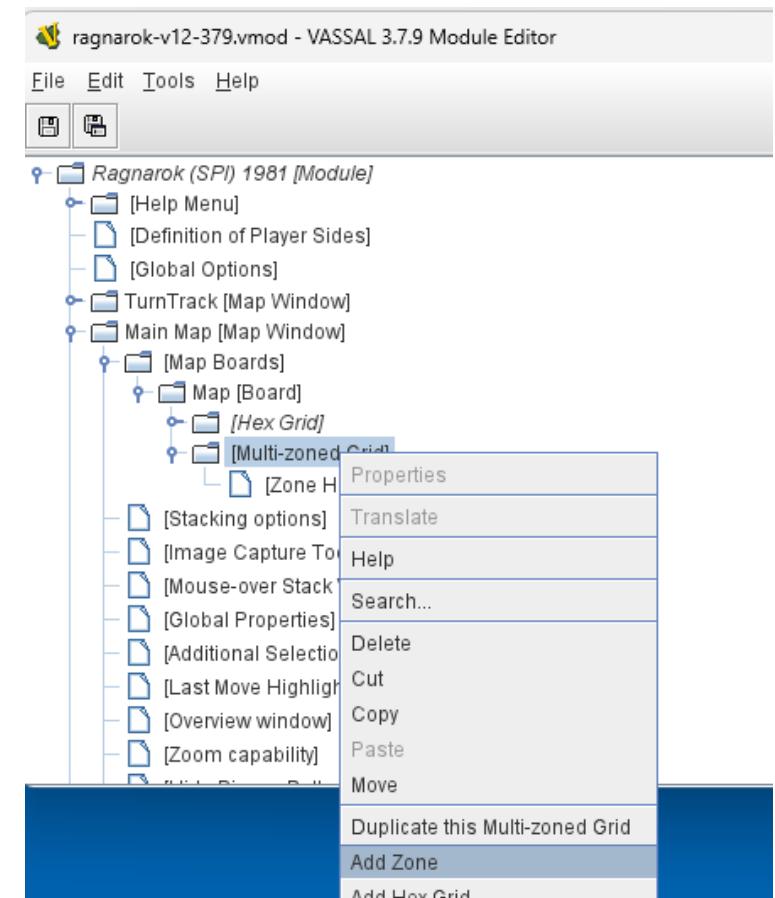
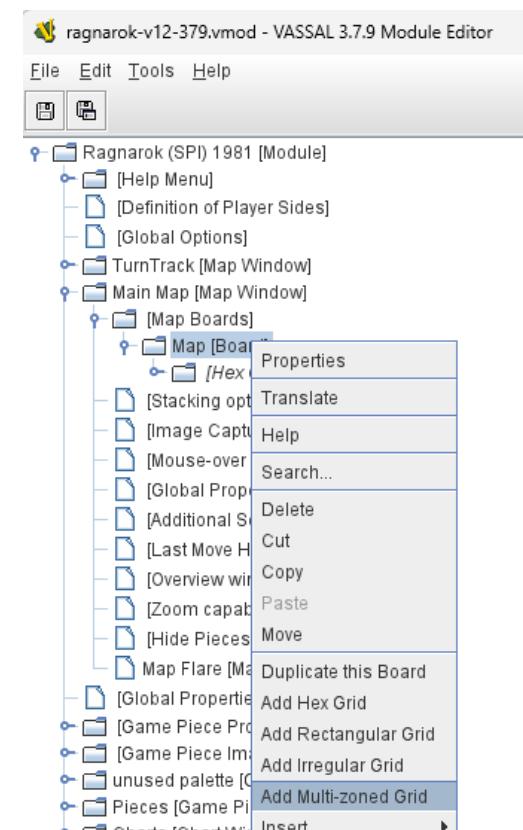
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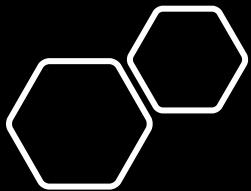
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• zones

Open Module Editor, Expand Map
Right click to Add Multi-Zoned Grid
Add Zone





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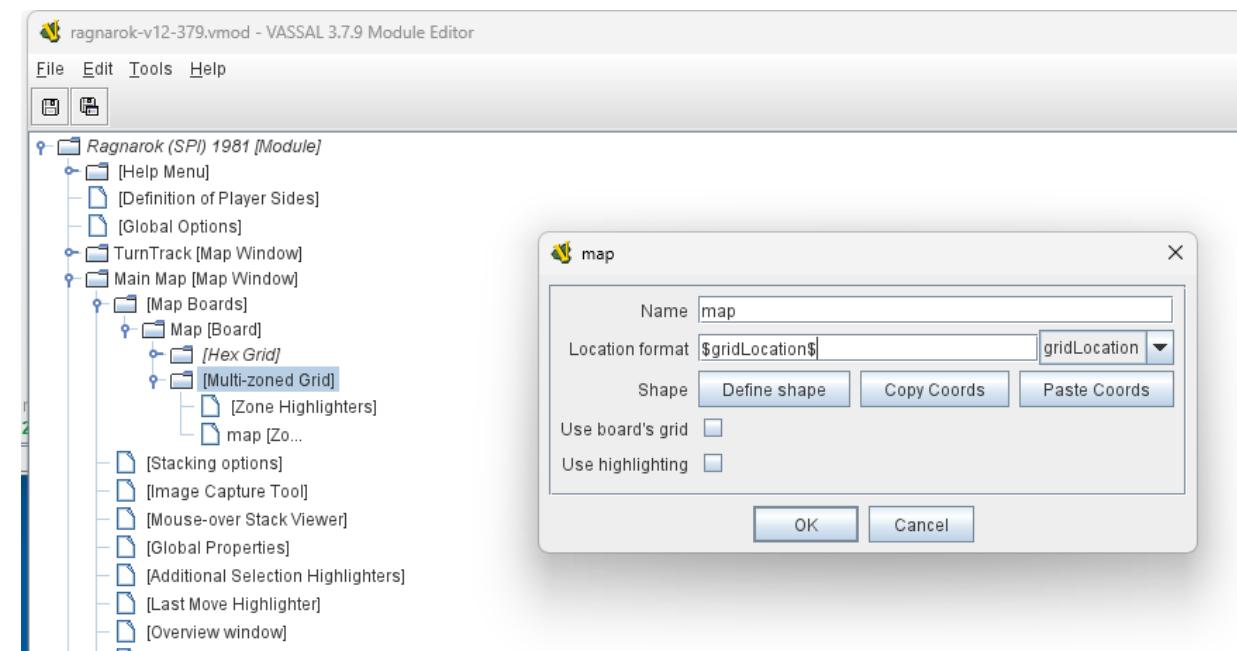
jzedward

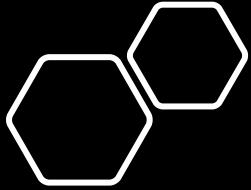


- zones

Name the zone 'map'

Select \$gridlocation\$ for the
Location format ; click Define Shape





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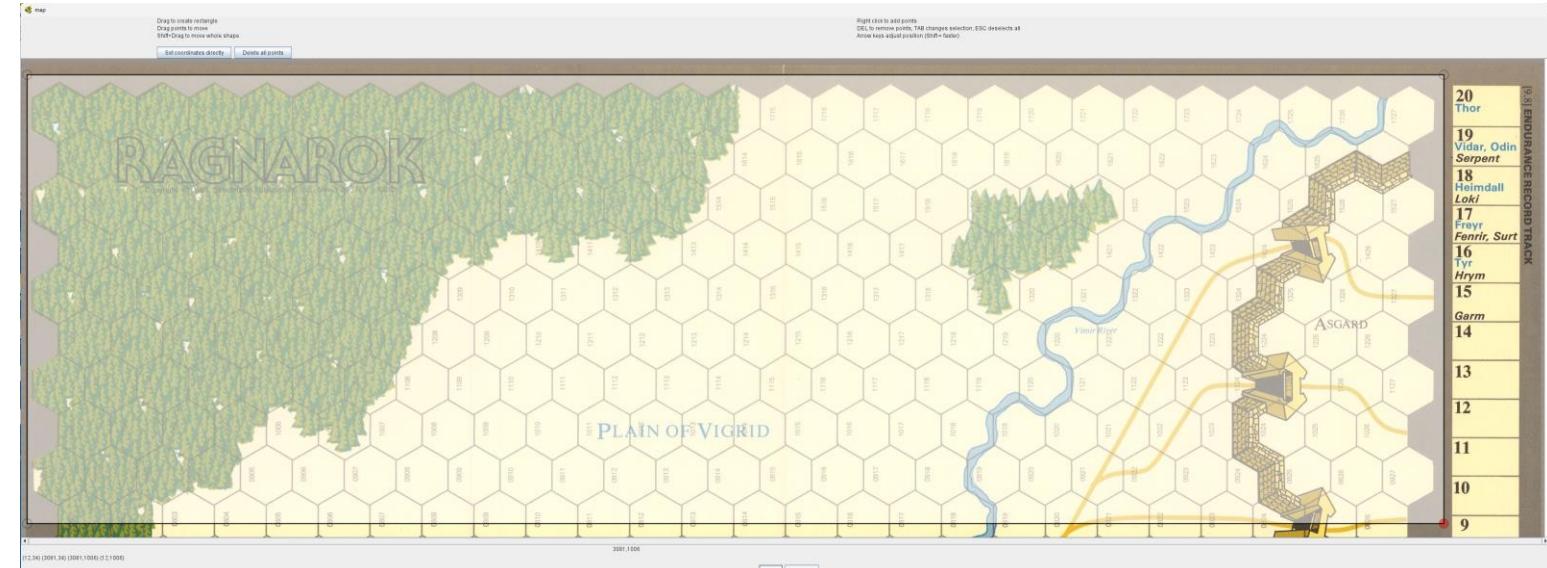
www.simpubs.org

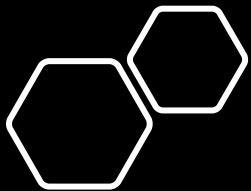
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- zones

Drag to create a rectangle, to cover the map area. You will have to drag down.
Click OK





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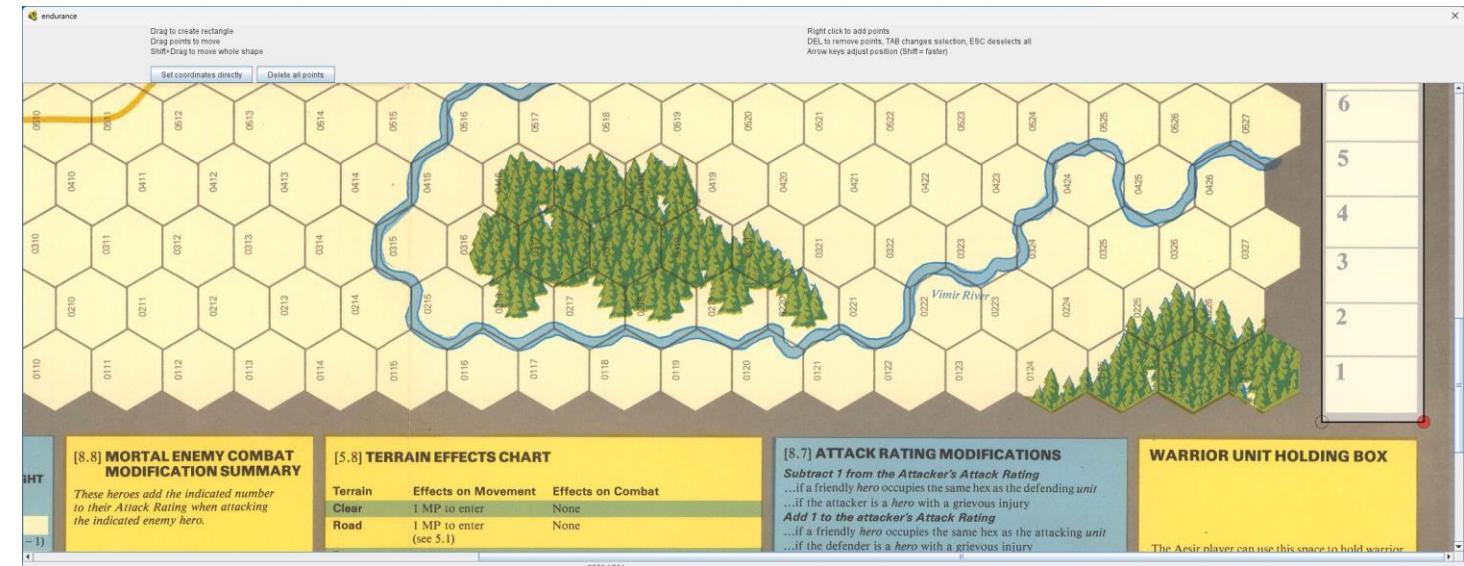
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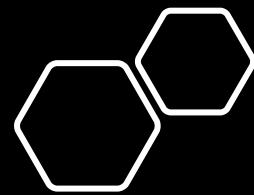
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- zones

Create a zone 'endurance' and repeat including the Endurance Track





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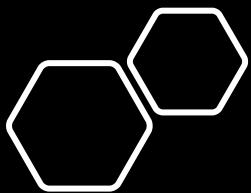
- zones

Create a zone 'rainbow', Location format
\$name\$

The screenshot shows a Vassal board setup for the Rainbow Bridge track. On the left, a 'rainbow' zone is defined as a semi-transparent rectangle spanning three hexes. The board features a track and a collapse table titled '[11.7] RAINBOW BRIDGE COLLAPSE TABLE'. The table lists the greatest number of units in any one bridge box for various dice rolls (2 through 12). A note at the bottom explains that box 1 must be passed through by Surt, Garm, and the Midgard Serpent before the Fire Giants can enter.

DICE	4 or fewer	5	6	7	8	9 or more
2	-	-	-	-	-	-
3	-	-	1	-	2	1
4	-	-	-	-	-	-
5	-	2	2	1	-	-
6	-	-	-	-	C	1
7	-	-	-	-	-	C
8	-	-	-	-	1	C
9	-	-	-	2	-	-
10	-	-	-	C	-	-
11	-	-	C	-	1	-
12	-	-	-	C	-	-

EXPLANATION:
1: The Bridge collapses in the Rainbow Bridge Check Phase of the next Game-Turn. 2: The Bridge collapses in the Rainbow Bridge Check Phase of the Game-Turn after next (2 Game-Turns). C: The Bridge collapses immediately. (-): No effect.



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- zones

Create a zone 'warrior', Location format
\$name\$

[8.7] **ATTACK RATING MODIFICATIONS**

Subtract 1 from the Attacker's Attack Rating
...if a friendly *hero* occupies the same hex as the defending *unit*
...if the attacker is a *hero* with a grievous injury

Add 1 to the attacker's Attack Rating
...if a friendly *hero* occupies the same hex as the attacking *unit*
...if the defender is a *hero* with a grievous injury
...if the defender is an incapacitated *unit*
...if the defender is a surrounded *unit*

WARRIOR UNIT HOLDING BOX

The Aesir player can use this space to hold warrior units that are currently replaced by Berserk units (see 10.1, 10.4).

[6.7] **DISENGAGEMENT TABLE**

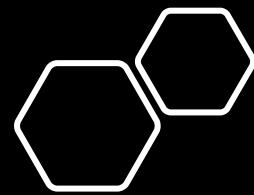
DIE	MOVEMENT ALLOWANCE DIFFERENTIAL			
	-2 or fewer	-1	0	+1 or more
1	-	D	D	D
2	-	-	D	D
3	-	-	-	D
4	-	-	-	-
5	-	-	-	-
6	-	-	-	-

EXPLANATION:
D: Disengagement successful; (-): Disengagement fails.

TERRAIN KEY

- Bridge
- Gate
- Wall
- Clear
- Road
- Forest
- River

324P21



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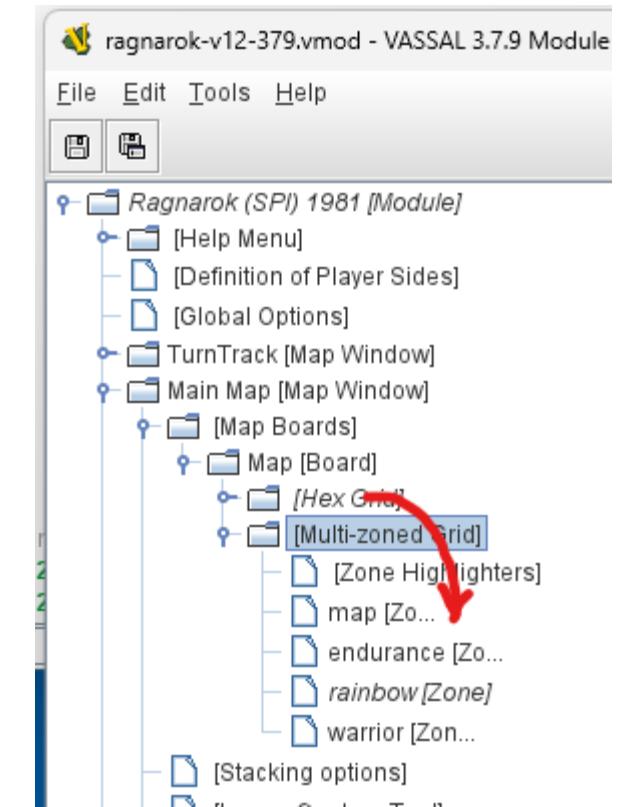
jzedward

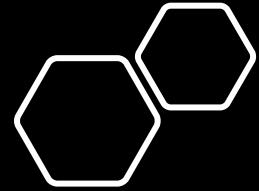


- Hex Grid

Save the module, you will get an error
'No more than one' ; click OK

Drag and drop the Hex Grid onto the
'map' zone





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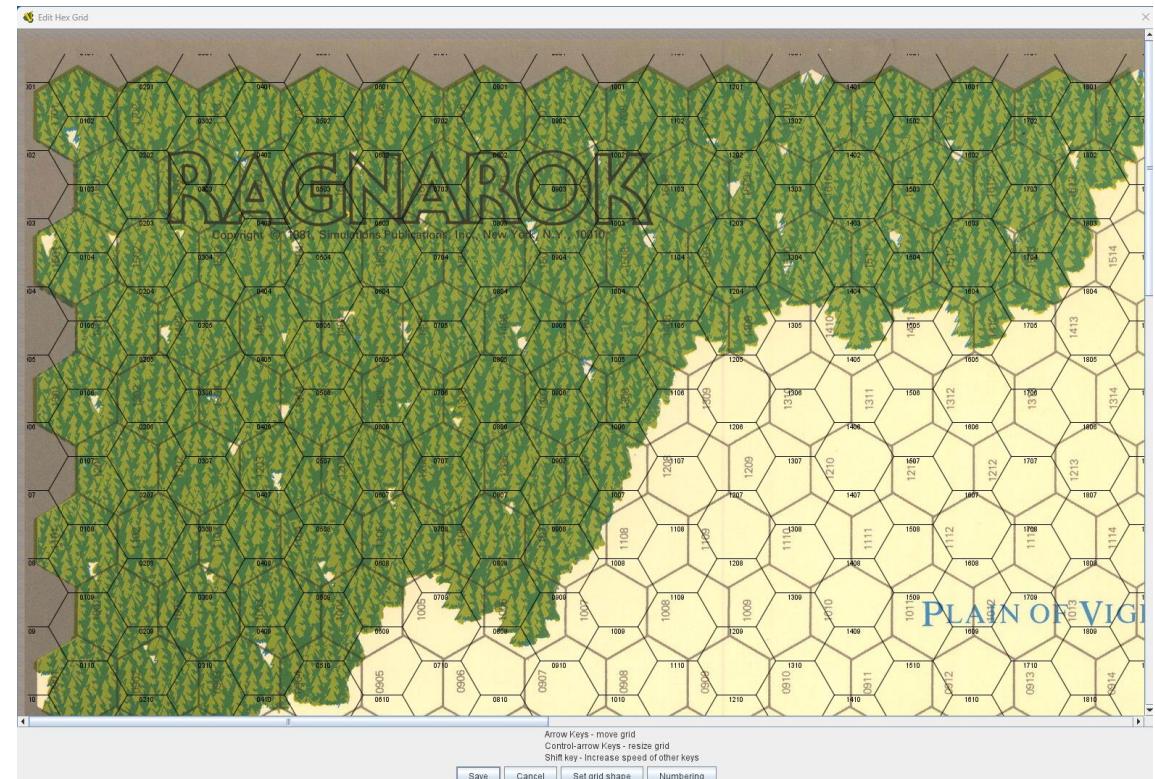
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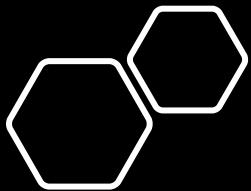


- **Hex Grid**

Double click Hex Grid and click Edit Grid button

The grid is a mess! – it is sideways





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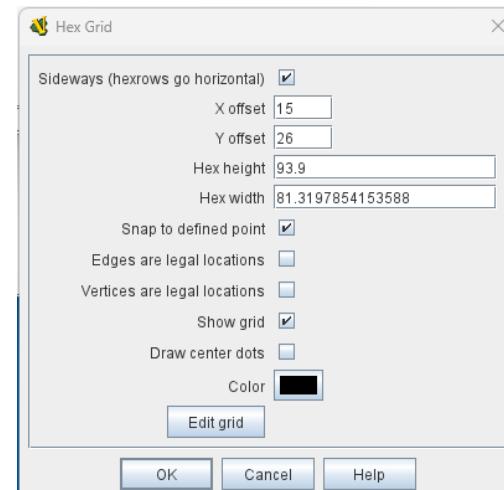
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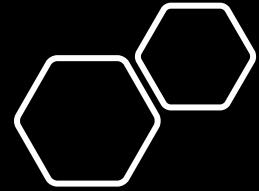
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• Hex Grid

Cancel, and click ‘Sideways’ and Edit Grid
Nice!





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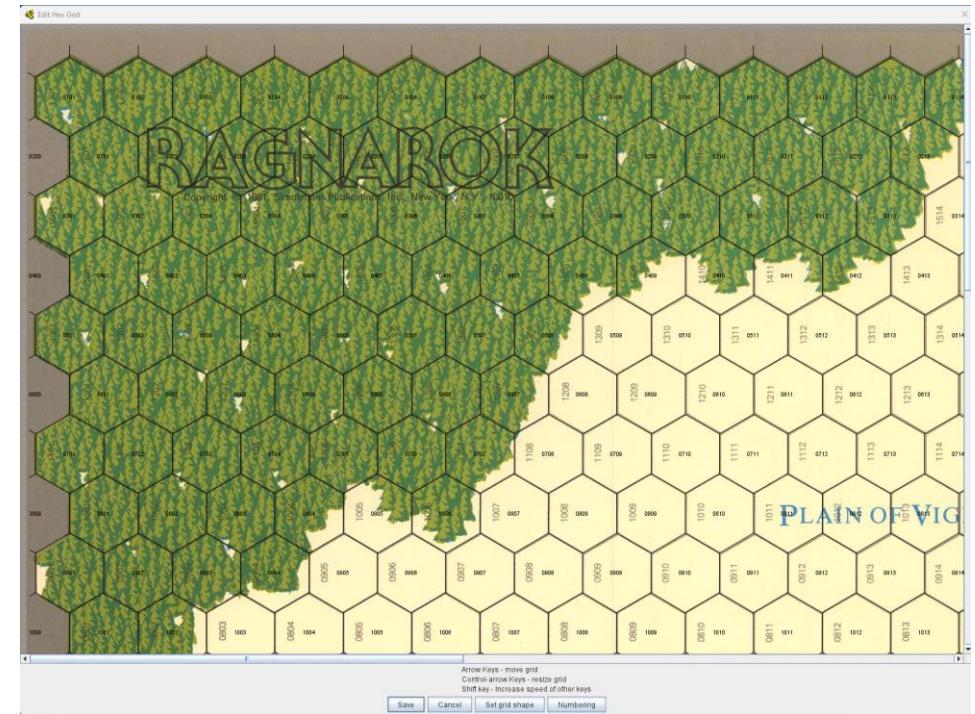
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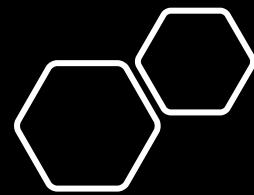
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• Hex Grid

Now to size and align the grid.
The hexes are too small, use ctrl-right
and ctrl-down to make the hexes bigger
to match the map. Move with arrows to
align





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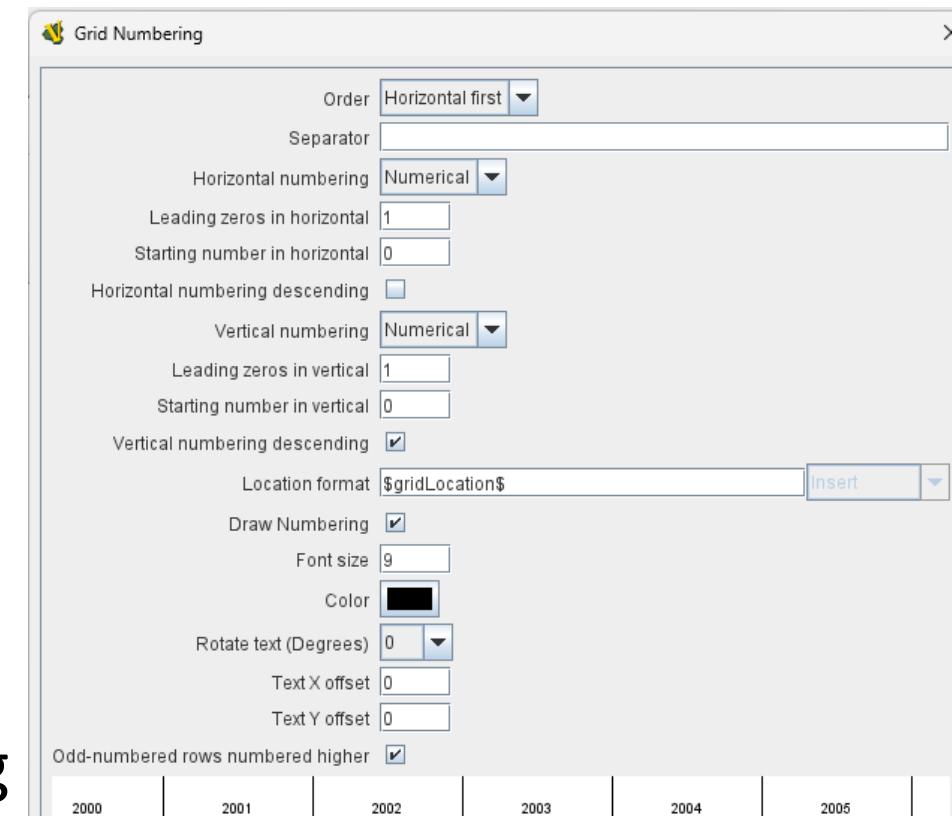


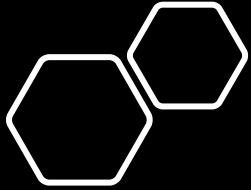
- Numbering

Our numbers are wrong (that's normal)
Interestingly horizontal are ok, but
vertical are increasing instead of
decreasing

Click grid
numbering

Change to
vertical
number
descending





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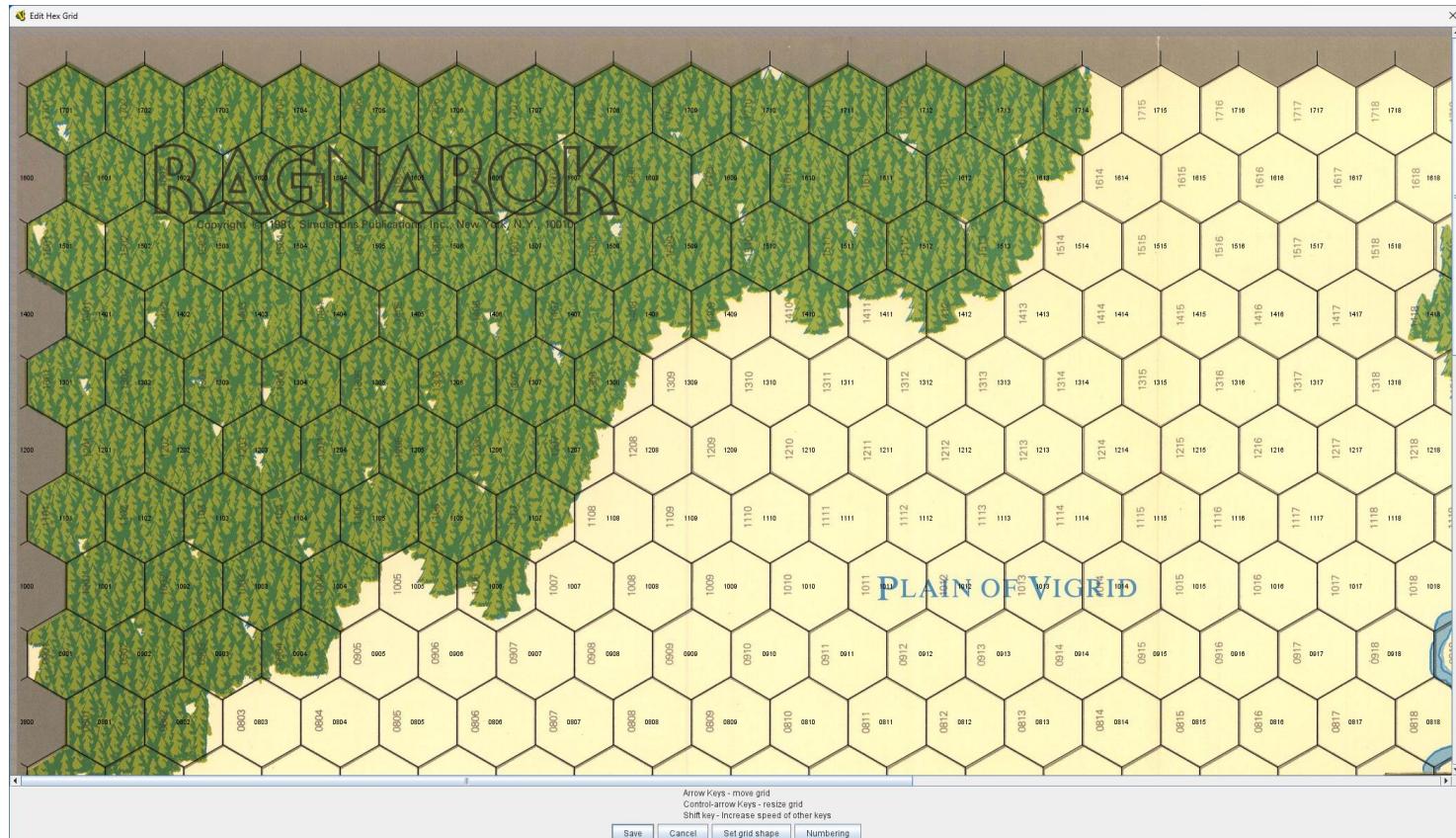
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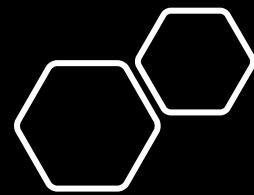
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• Numbering

Exit and double click the Hex Grid and
'Edit Grid' – it's great!





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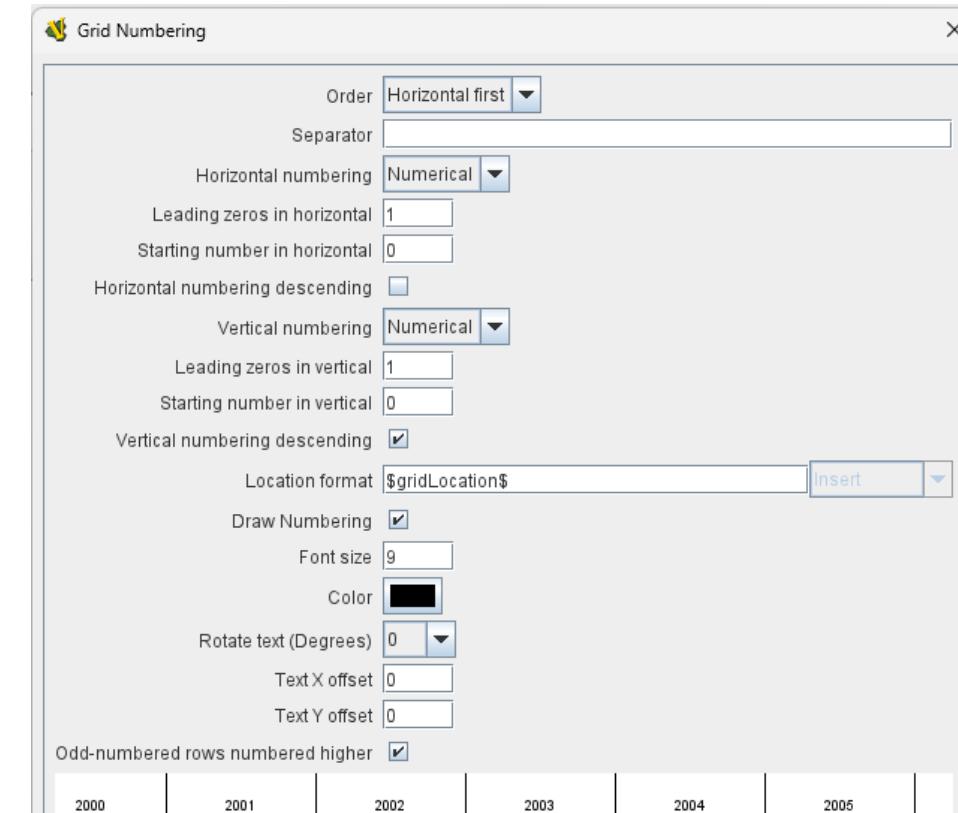
jzedward

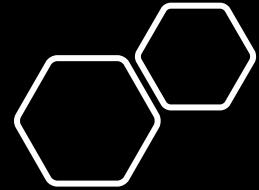


- Numbering

Usually there is a need to change start numbers for horizontal or vertical

Later we
will turn
off the
grid and
numbers





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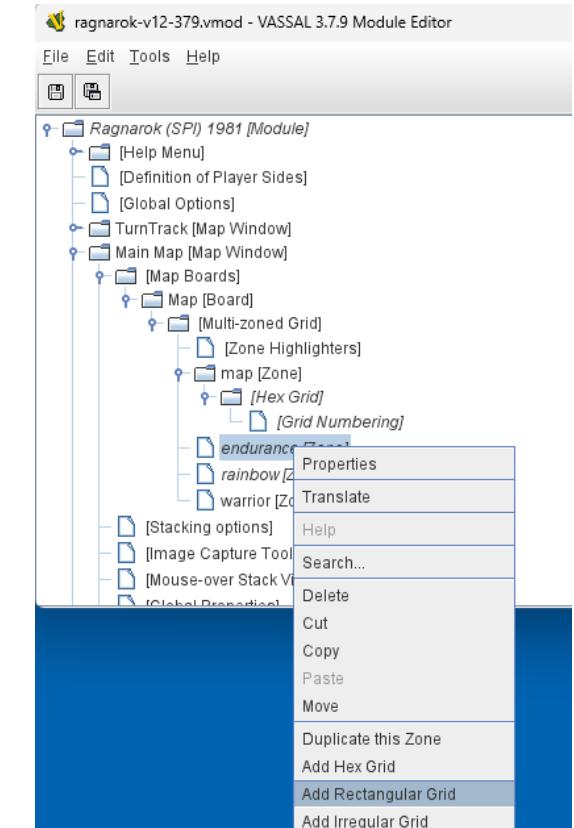
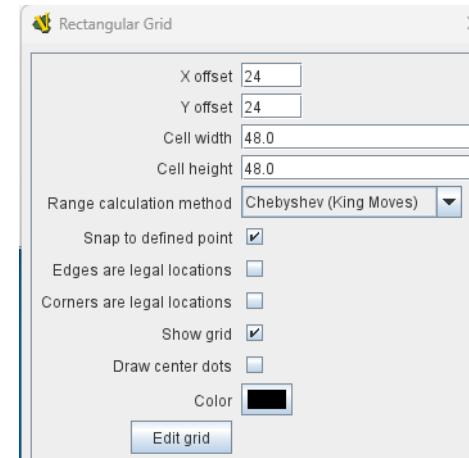


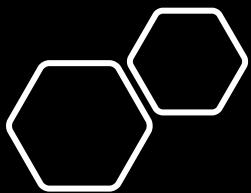
• Rectangular Grid

For the Endurance Track we need a square grid (not hexes)

Right click the ‘endurance’ zone and ‘Add a Rectangular Grid’

Click ‘Show grid’
and ‘Edit Grid’





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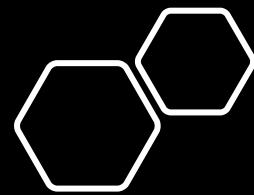
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- Rectangular Grid
- Resize again with ctrl-arrows

[9.8] ENDURANCE RECORD TRACK	
20	Thor
19	Vidar, Odin Serpent
18	Heimdall Loki
17	Freyr Fenrir, Surt
16	Tyr Hrym
15	Garm

[9.8] ENDURANCE RECORD TRACK	
20	Thor
19	Vidar, Odin Serpent
18	Heimdall Loki
17	Freyr Fenrir, Surt
16	Tyr Hrym
15	Garm



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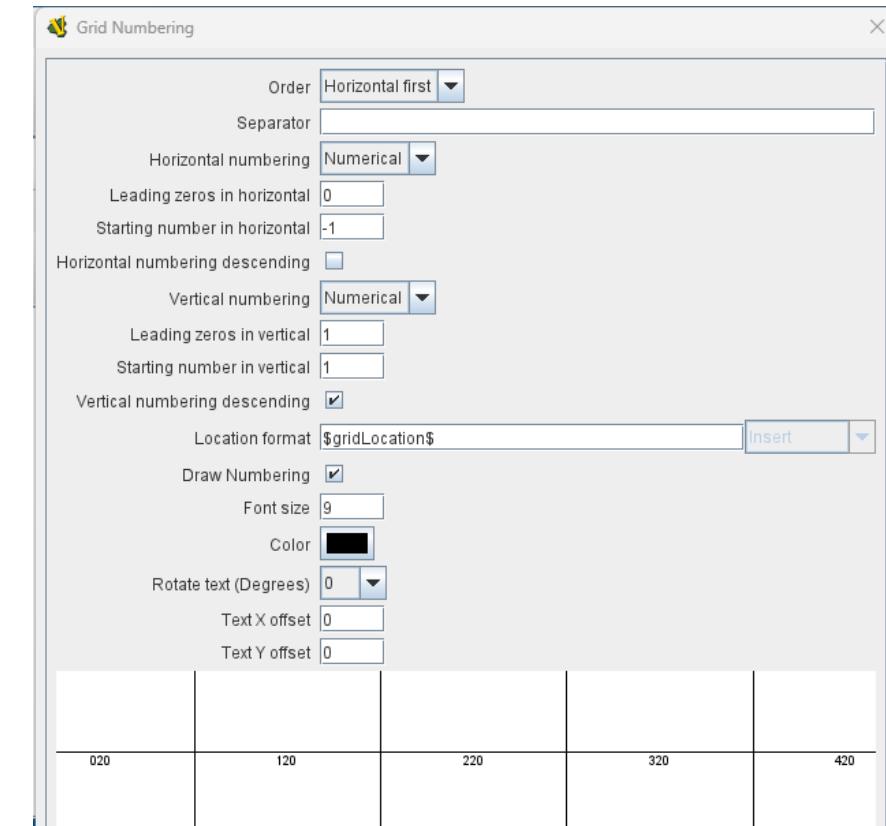
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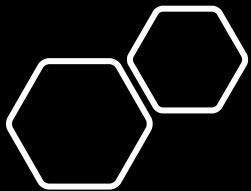


• Numbering

Now add some numbers. We'll set leading zeros in horizontal to zero, and start at -24! One zero in vertical, and descending

Click Draw
Numbering





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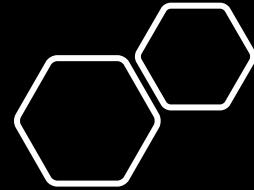
- Numbering

Back to double click the zone, and 'Edit grid' for our descending numbers

We have added a numbered grid to the Rainbow too

Try it out

[9.8] ENDURANCE RECORD TRACK	
1827	020 20 Thor
	019 19 Vidar, Odin Serpent
	018 18 Heimdall Loki
1427	017 17 Freyr Fenrir, Surt
	016 16 T



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• State of Play II

The module has 4 zones, 3 with numbering. Movement reporting works too

Ragnarok (SPI) 1981 1.2 release (v3.7.9) - VASSAL 3.7.9

Ragnarok (Game) (Turn) created in Endurance 015 *
GameTurn (Game) (Turn) moves Endurance 015-> Endurance 016 *
GameTurn (Game) (Turn) created in Rainbow 01
GameTurn (Game) (Turn) moves Rainbow 01-> Rainbow 02 *
GameTurn (Game) (Turn) created in 1112
GameTurn (Game) (Turn) moves 1112-> 1114 *
GameTurn (Game) (Turn) moves 1114-> 0915 *

RAGNAROK

PLAIN OF VIGRID

ASGARD

20 Thor

19 Goliath Serpent

18 Immortal Lizard

17 Greedy Serpent

16 Wave Tarantula

15 Darm

14

13

12

11

10

9

8

7

6

5

4

3

2

1

[11.7] RAINBOW BRIDGE TRACK

[11.7] DAMAGE TABLE

[11.8] MORTAL ENEMY COMBAT MODIFICATION SUMMARY

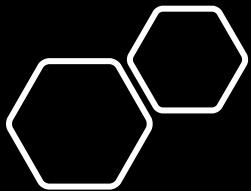
[11.9] TERRAIN EFFECTS CHART

[11.10] ASSET MODIFICATIONS

[11.11] JOTUN MODIFICATIONS

[11.12] DISENGAGEMENT TABLE

TERRAIN KEY



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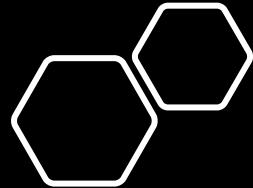
• Counters

this counter-caster (Othello Act I Scene i)

Counters (or ‘pieces’ in Vassal) are the heart of our game. *Ragnarok* has 100 counters, but many are duplicates.

Counters need to be prepared to load and be named correctly for import.

The template relies on $\frac{1}{2}$ " counters at 1500ppi, or 75x75px. We will use PNG format counters



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- ## Counter Preparation

Usually counters are prepared using a ‘slice’ of a counter sheet scan.

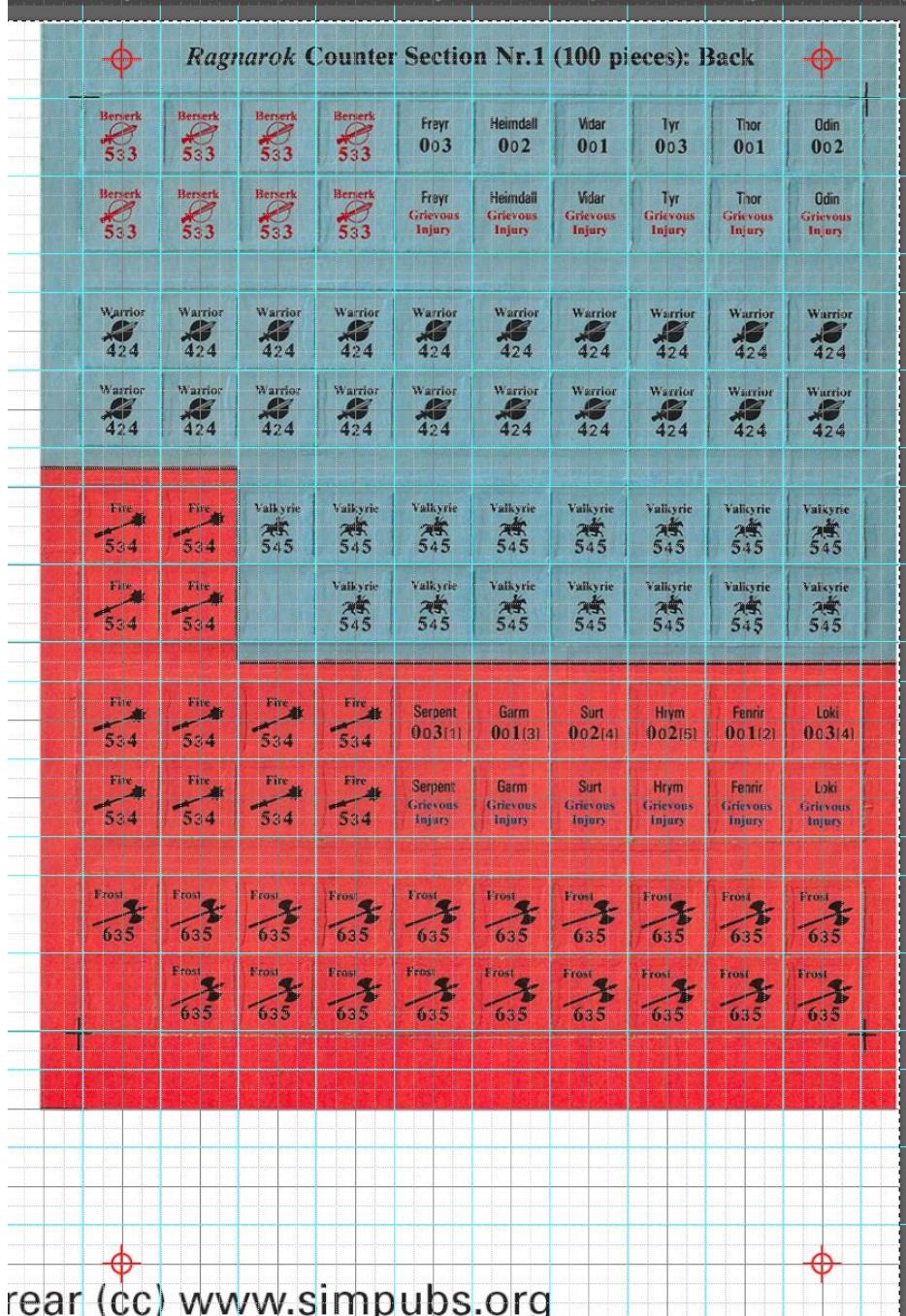
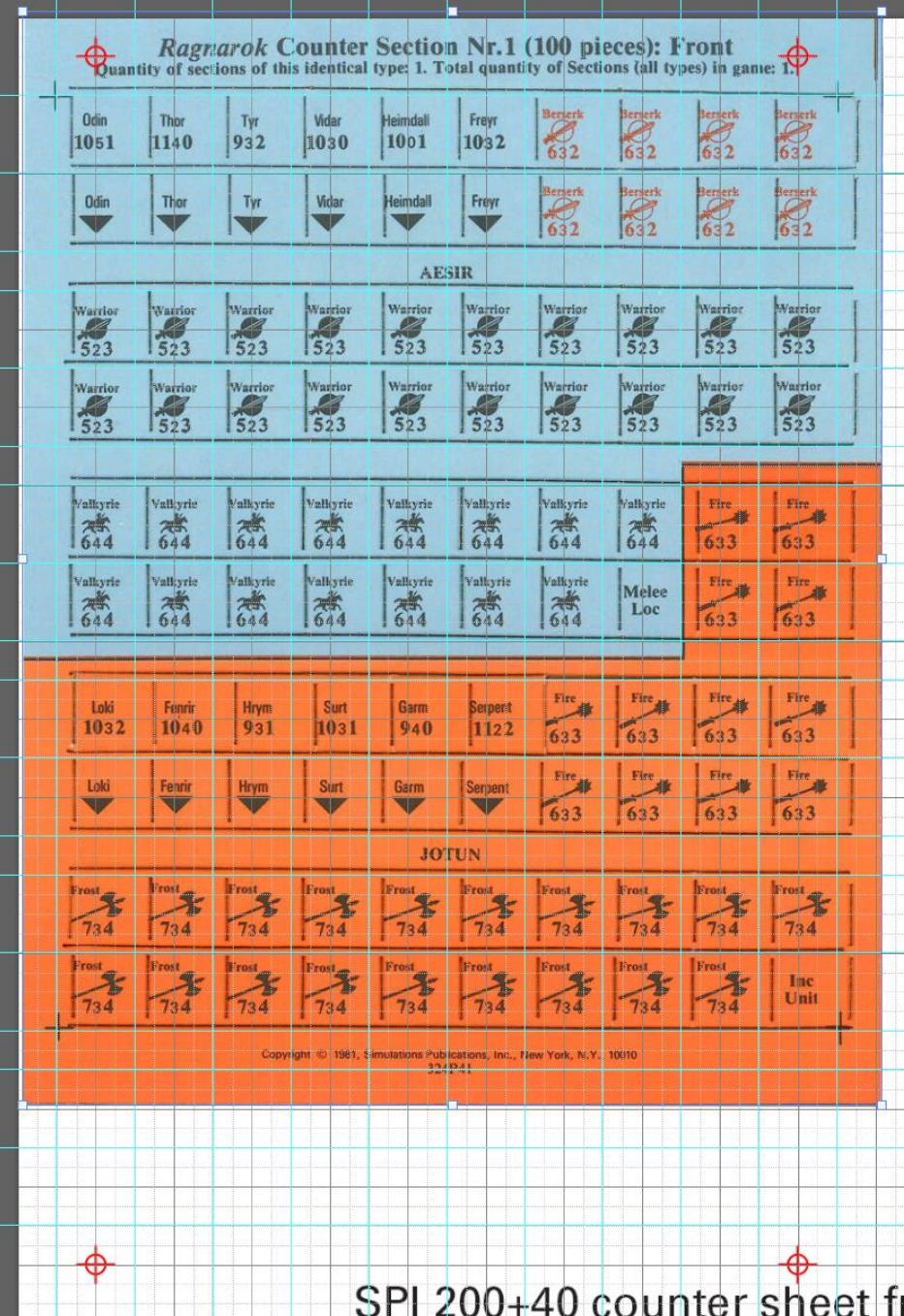
simpubs have front and rear templates in Photoshop PSD format to slice and name counters (from 1-200 front and 1-200r rear)

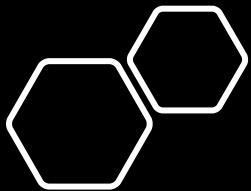
It is important that all counter files have a convention for naming the backs/rears.

simpubs typically uses a ‘-r’ suffix eg

`hero-vidar.png` (front)

`hero-vidar-r.png` (rear)





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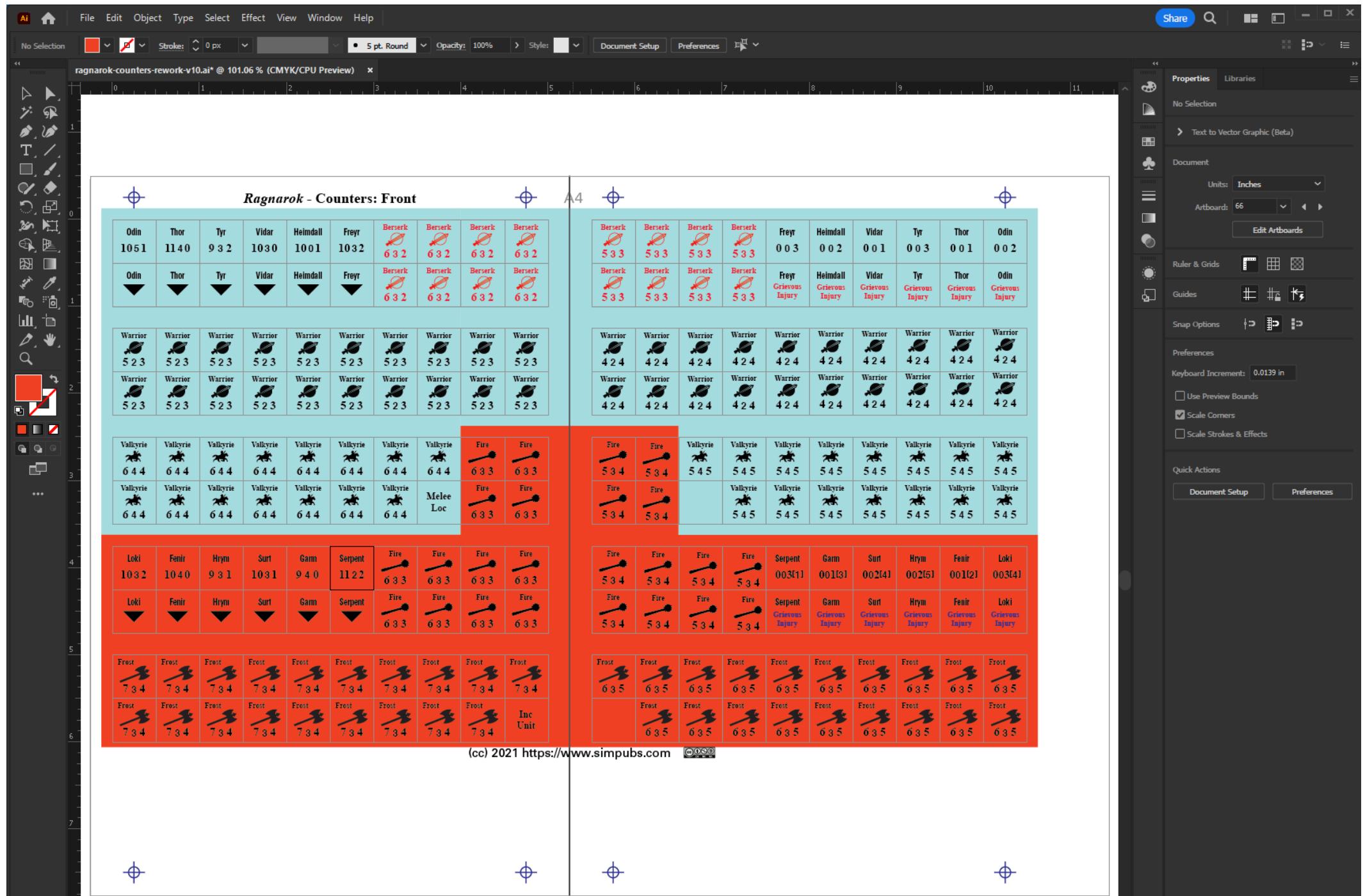


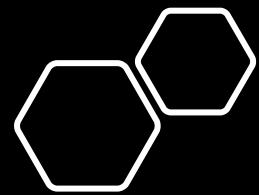
Ragnarok Preparation

For Ragnarok, simpubs had already created a counter sheet in Adobe Illustrator, which can save 'artboards' to files.

Files have been saved and named in a folder







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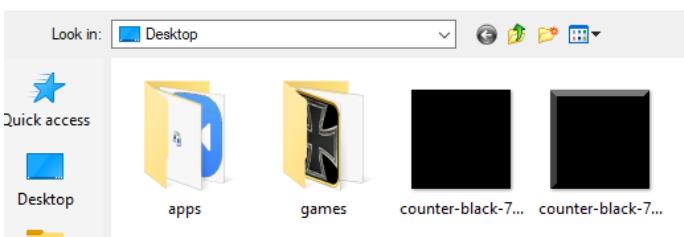
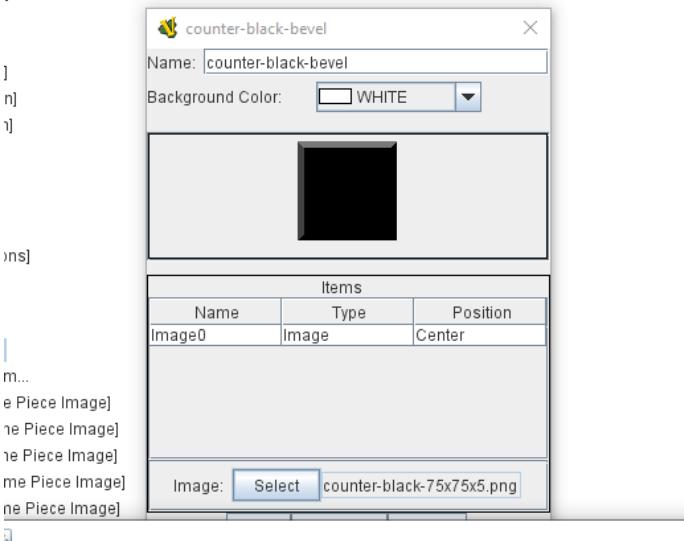
jzedward

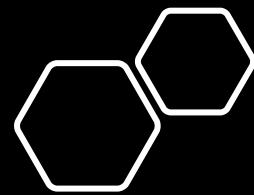


• BONUS! Bevelled

- Counters for Ragnarok are ‘bevelled’ using Imagemagick convert
 - Counter
 - counter-black-bevel

‘-black-75x75.png counter-black-





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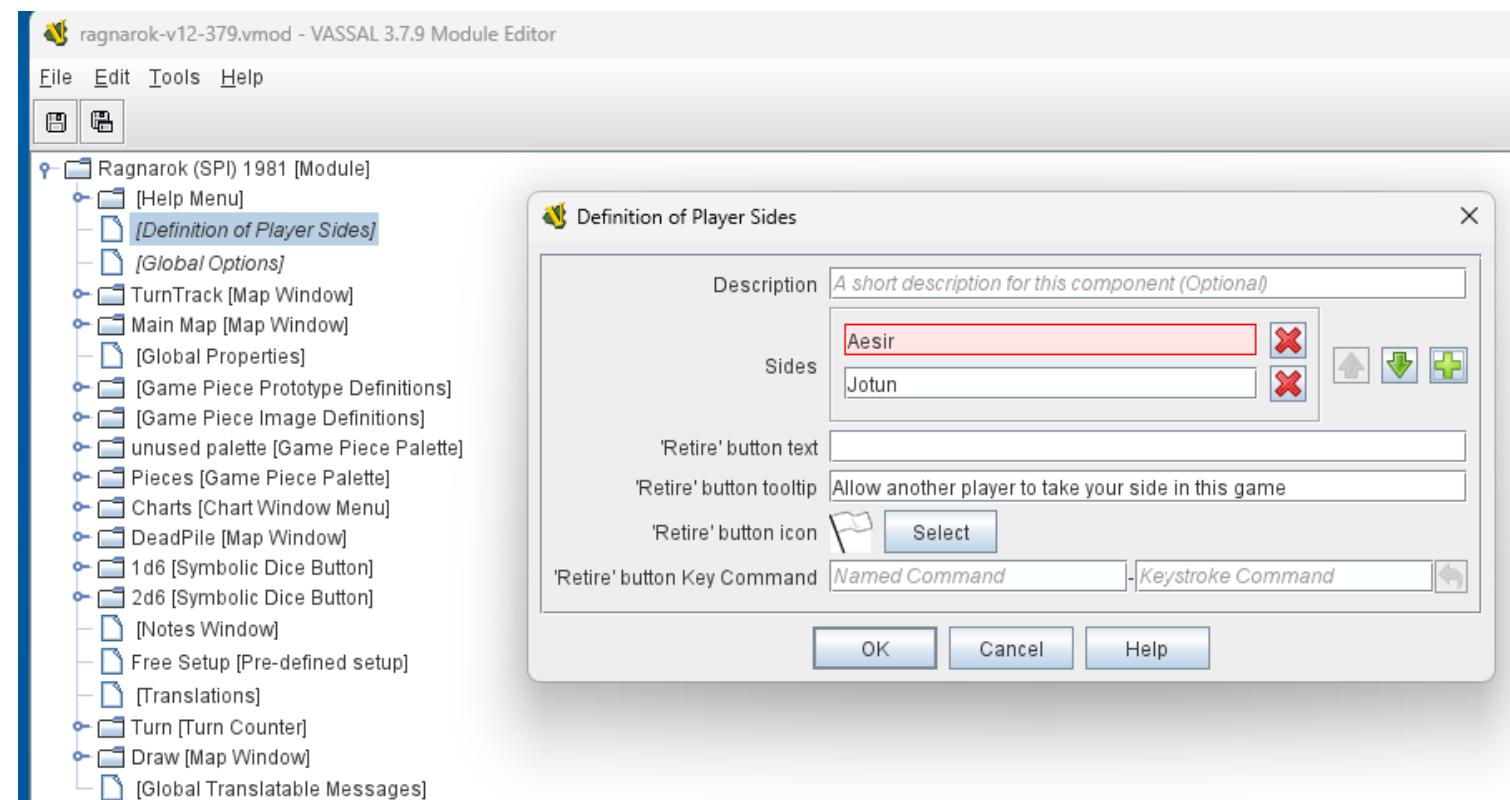
jzedward

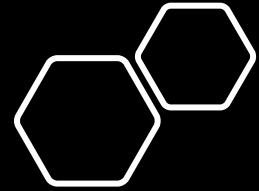


• Sides

As we have pieces to edit, we need to set up our 'sides'.

For Ragnarok this is *Jotun* and *Aesir*





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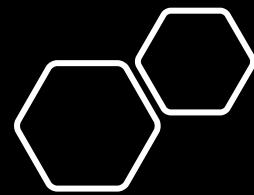


• Sides – Prototypes

We use ‘Prototypes’ to attach traits to our counters. One is the side. We do not control access to pieces with sides in the template.

Open [Game Piece Prototype Definitions]
Edit Side1 to Aesir, Side2 to Jotun

The screenshot shows the 'Counter-Side1' prototype definition in the Vassal Editor. The interface has a header with a yellow icon and the name. Below it are fields for 'Name' (set to 'Counter-Side1') and 'Description'. The main area is divided into two columns: 'Available Traits' on the left and 'Current Traits' on the right. The 'Available Traits' column lists various game piece properties like Action Button, Area Of Effect, Attachment, etc. The 'Current Traits' column shows two specific traits: 'Marker - Side = Side1' and 'Prototype - Counter'. This visual representation corresponds to the text in the slide about using prototypes to attach traits to game pieces.



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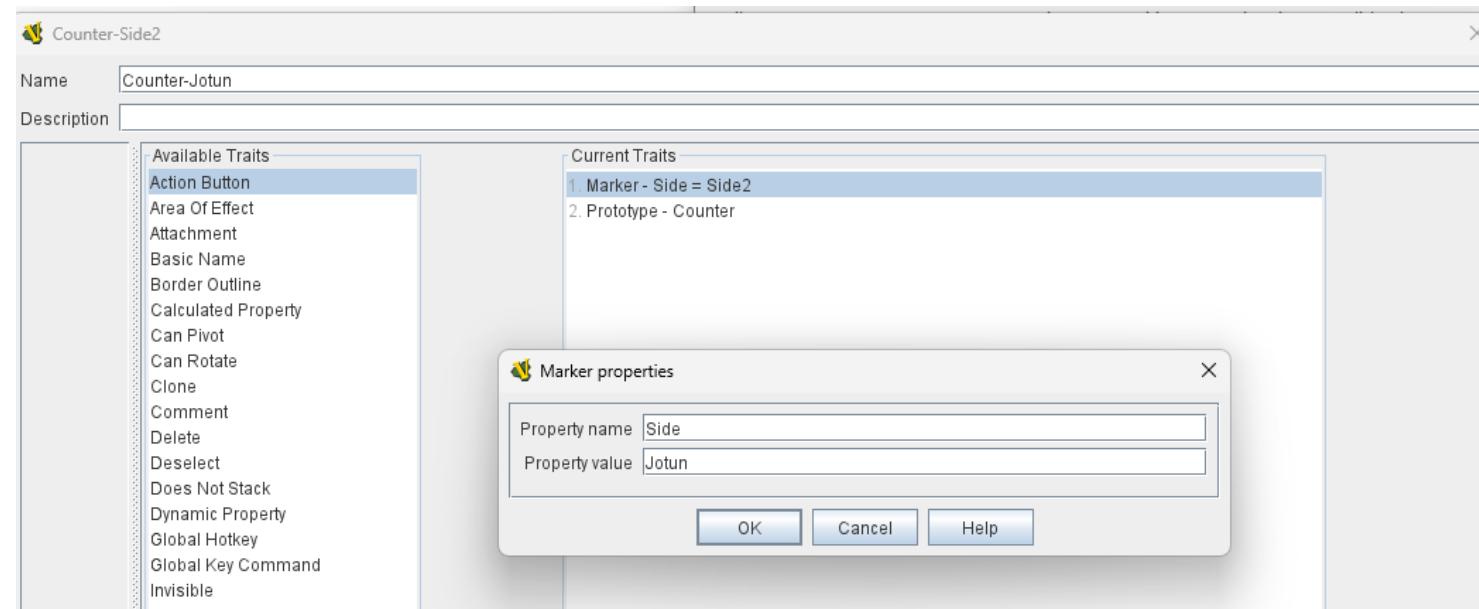
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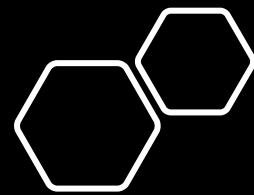
jzedward



- **Sides – Marker**

A ‘Marker’ trait sets a property. In this case we set ‘side’ to ‘Jotun’. Confusingly, this relates to a counter piece (not a game marker)





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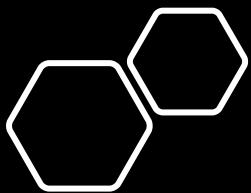
jzedward



• Counters - cleanup

There is a ‘lite’ version of the template which has no counters setup. The ‘full fat’ version has some counters which need deleting. Select the Pieces (Game Piece Palette) and edit Side1 and Side2, and delete the existing counters.





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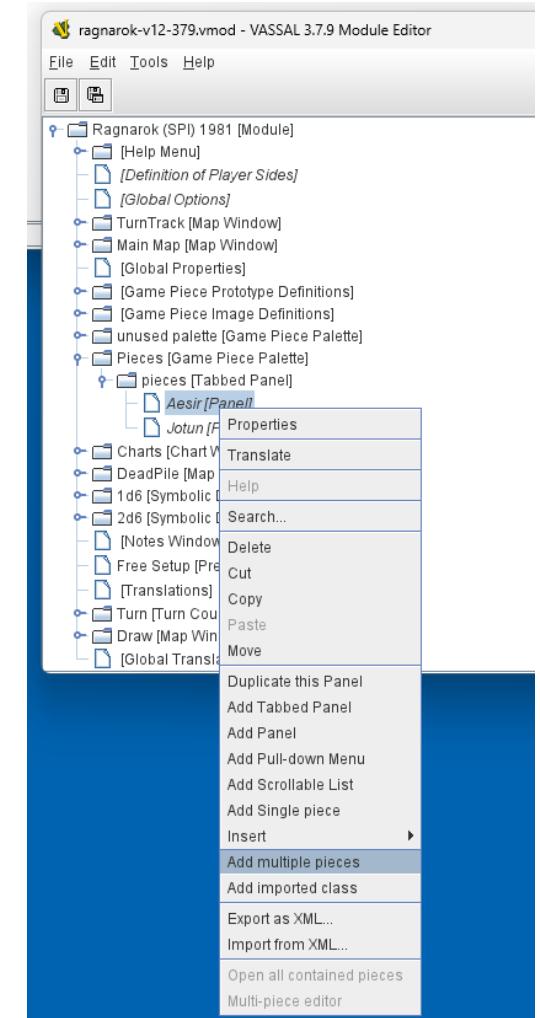
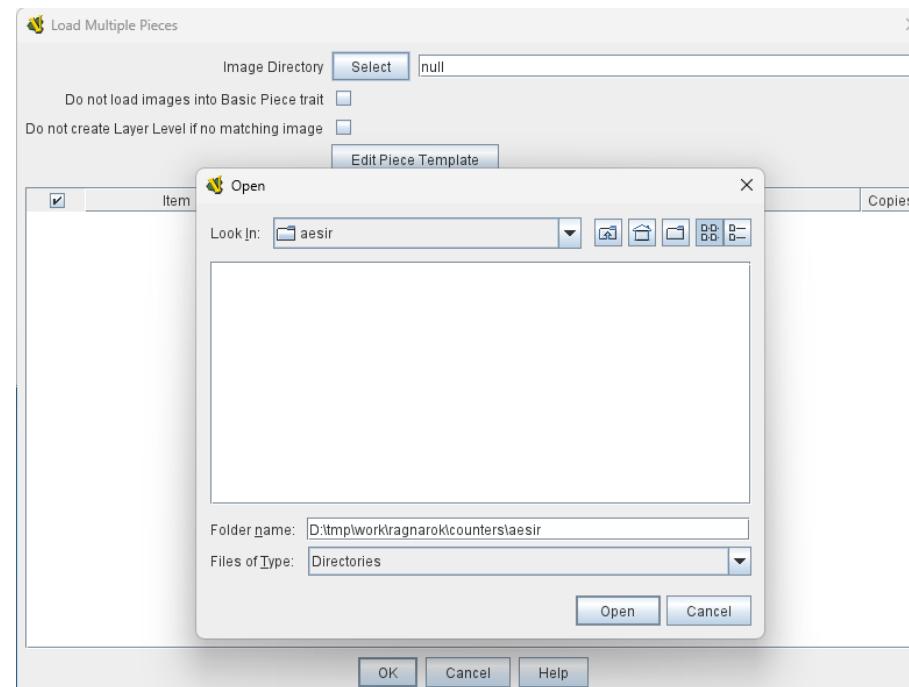
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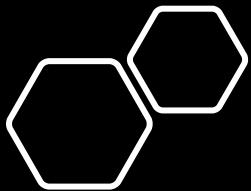


• Counters - import

Now, the magic! Right click
'Aesir' and 'Add multiple pieces'

Select your source folder





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• Counters – import

The pieces will appear in a list
Click ‘Edit Piece Template’

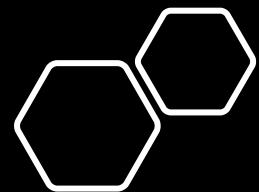
Load Multiple Pieces

Image Directory D:\tmp\work\ragnarok\counters\laesir

Do not load images into Basic Piece trait

Do not create Layer Level if no matching image

	Item	Image name	Piece Name	Copies
<input checked="" type="checkbox"/>	Piece	en-freyr-r.png	en-freyr-r	1
<input checked="" type="checkbox"/>	Piece	en-freyr.png	en-freyr	1
<input checked="" type="checkbox"/>	Piece	en-heimdall-r.png	en-heimdall-r	1
<input checked="" type="checkbox"/>	Piece	en-heimdall.png	en-heimdall	1
<input checked="" type="checkbox"/>	Piece	en-odin-r.png	en-odin-r	1
<input checked="" type="checkbox"/>	Piece	en-odin.png	en-odin	1
<input checked="" type="checkbox"/>	Piece	en-thor-r.png	en-thor-r	1
<input checked="" type="checkbox"/>	Piece	en-thor.png	en-thor	1
<input checked="" type="checkbox"/>	Piece	en-tyr-r.png	en-tyr-r	1
<input checked="" type="checkbox"/>	Piece	en-tyr.png	en-tyr	1
<input checked="" type="checkbox"/>	Piece	en-vidar-r.png	en-vidar-r	1
<input checked="" type="checkbox"/>	Piece	en-vidar.png	en-vidar	1
<input checked="" type="checkbox"/>	Piece	hero-freyr-r.png	hero-freyr-r	1
<input checked="" type="checkbox"/>	Piece	hero-freyr.png	hero-freyr	1
<input checked="" type="checkbox"/>	Piece	hero-heimdall-r.png	hero-heimdall-r	1
<input checked="" type="checkbox"/>	Piece	hero-heimdall.png	hero-heimdall	1
<input checked="" type="checkbox"/>	Piece	hero-odin-r.png	hero-odin-r	1
<input checked="" type="checkbox"/>	Piece	hero-odin.png	hero-odin	1
<input checked="" type="checkbox"/>	Piece	hero-thor-r.png	hero-thor-r	1
<input checked="" type="checkbox"/>	Piece	hero-thor.png	hero-thor	1
<input checked="" type="checkbox"/>	Piece	hero-tvr-r.png	hero-tvr-r	1



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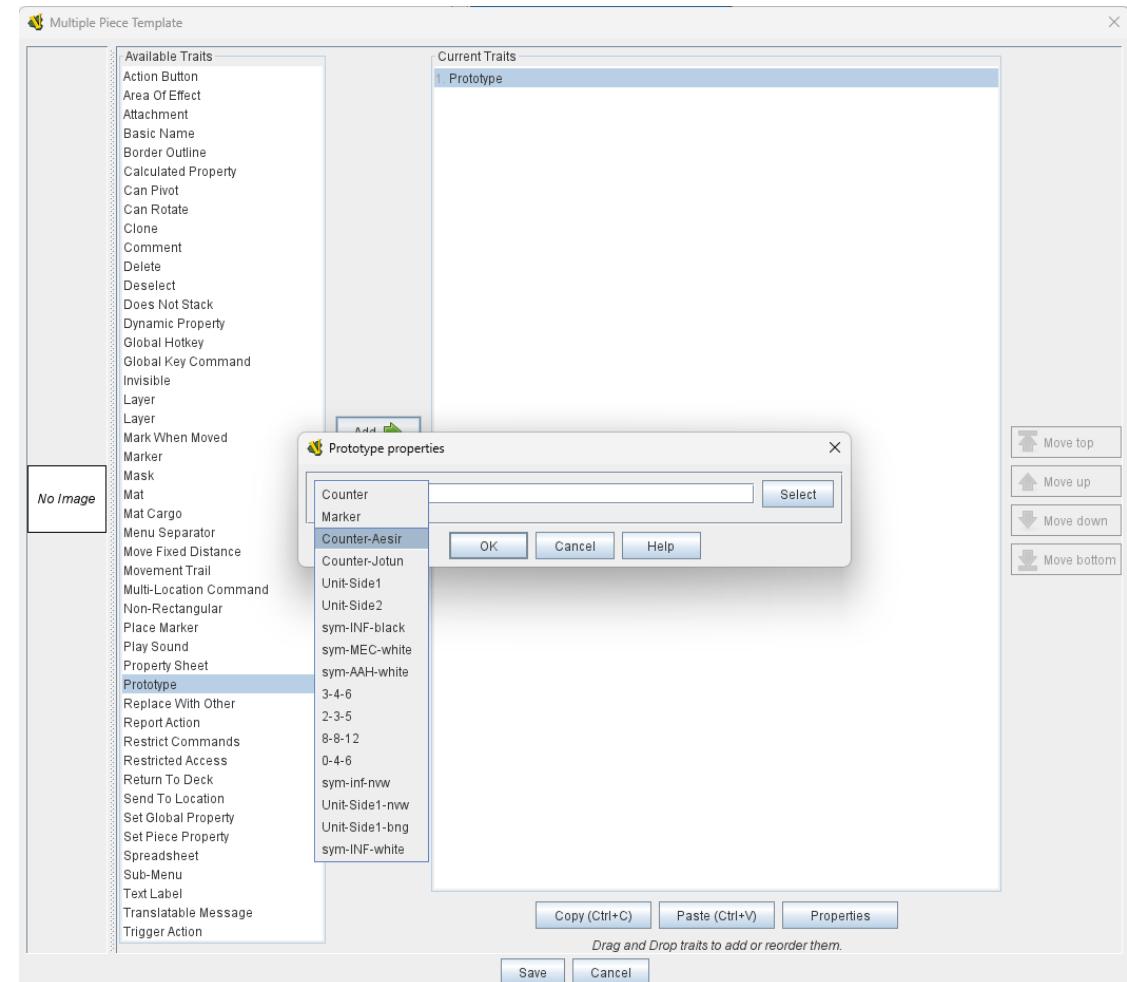
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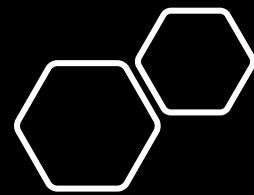
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- **Counters – import**
Click ‘prototype’ and add ‘Counter-Aesir’





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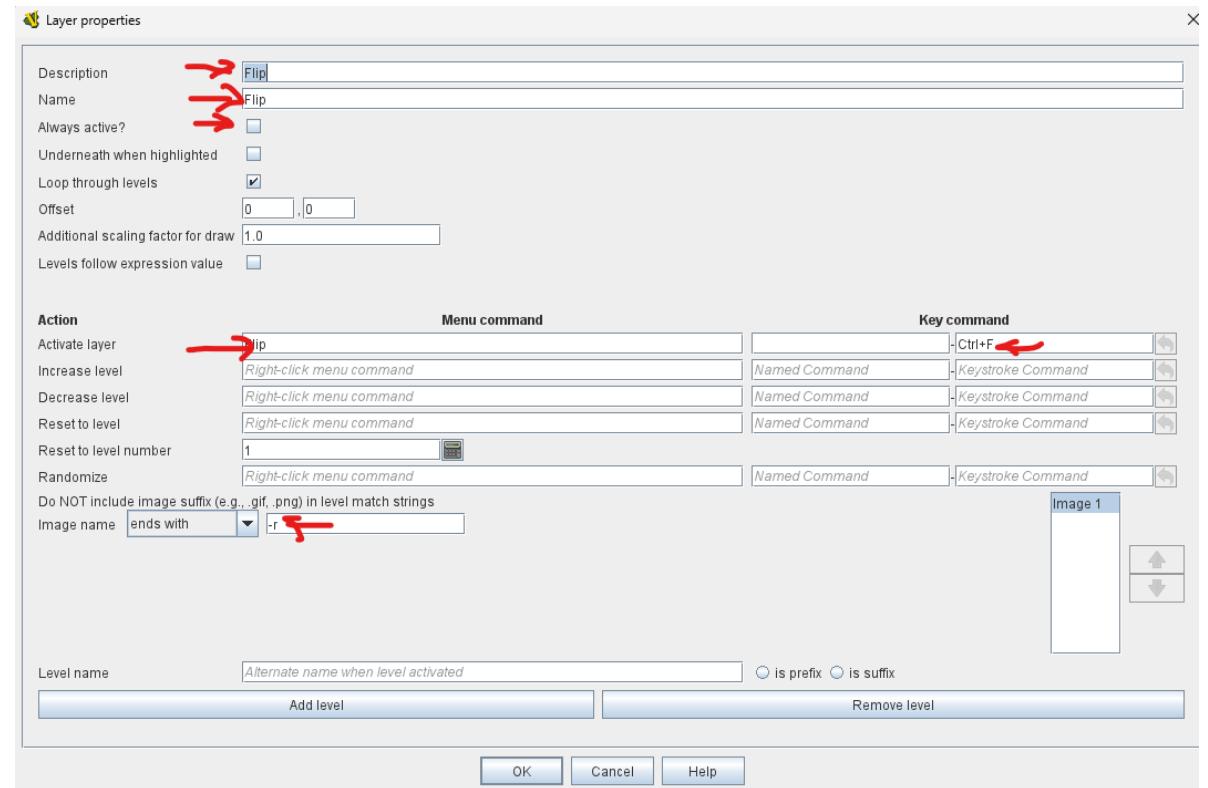
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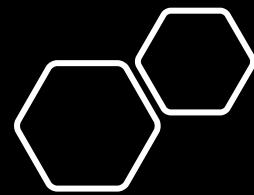
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- Counters – import
- Click ‘Layer’ and add a ‘Flip’
Key data: untick ‘Always Active’, update
Description, Name, Increase Level, Image name





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• Counters – import

All the images now have a rear, and a Flip command (CTRL-F)

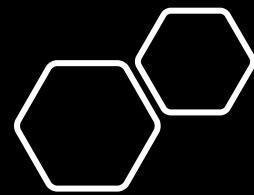
Load Multiple Pieces

Image Directory D:\tmp\work\ragnarok\counters\laesir

Do not load images into Basic Piece trait

Do not create Layer Level if no matching image

	Item	Image name	Piece Name	Copies
<input checked="" type="checkbox"/>	Piece	en-freyr.png	en-freyr	1
	Layer [Flip]	en-freyr-r.png		
	Level 1	en-freyr-r.png		
<input checked="" type="checkbox"/>	Piece	en-heimdall.png	en-heimdall	1
<input checked="" type="checkbox"/>	Piece	en-odin.png	en-odin	1
<input checked="" type="checkbox"/>	Piece	en-thor.png	en-thor	1
<input checked="" type="checkbox"/>	Piece	en-tyr.png	en-tyr	1
<input checked="" type="checkbox"/>	Piece	en-vidar.png	en-vidar	1
<input checked="" type="checkbox"/>	Piece	hero-freyr.png	hero-freyr	1
<input checked="" type="checkbox"/>	Piece	hero-heimdall.png	hero-heimdall	1
<input checked="" type="checkbox"/>	Piece	hero-odin.png	hero-odin	1
<input checked="" type="checkbox"/>	Piece	hero-thor.png	hero-thor	1
<input checked="" type="checkbox"/>	Piece	hero-tyr.png	hero-tyr	1
<input checked="" type="checkbox"/>	Piece	hero-vidar.png	hero-vidar	1
	Piece	mkr-melee.png	mkr-melee	1
<input checked="" type="checkbox"/>	Piece	unit-berserk.png	unit-berserk	1
<input checked="" type="checkbox"/>	Piece	unit-valkyrie.png	unit-valkyrie	1
<input checked="" type="checkbox"/>	Piece	unit-warrior.png	unit-warrior	1



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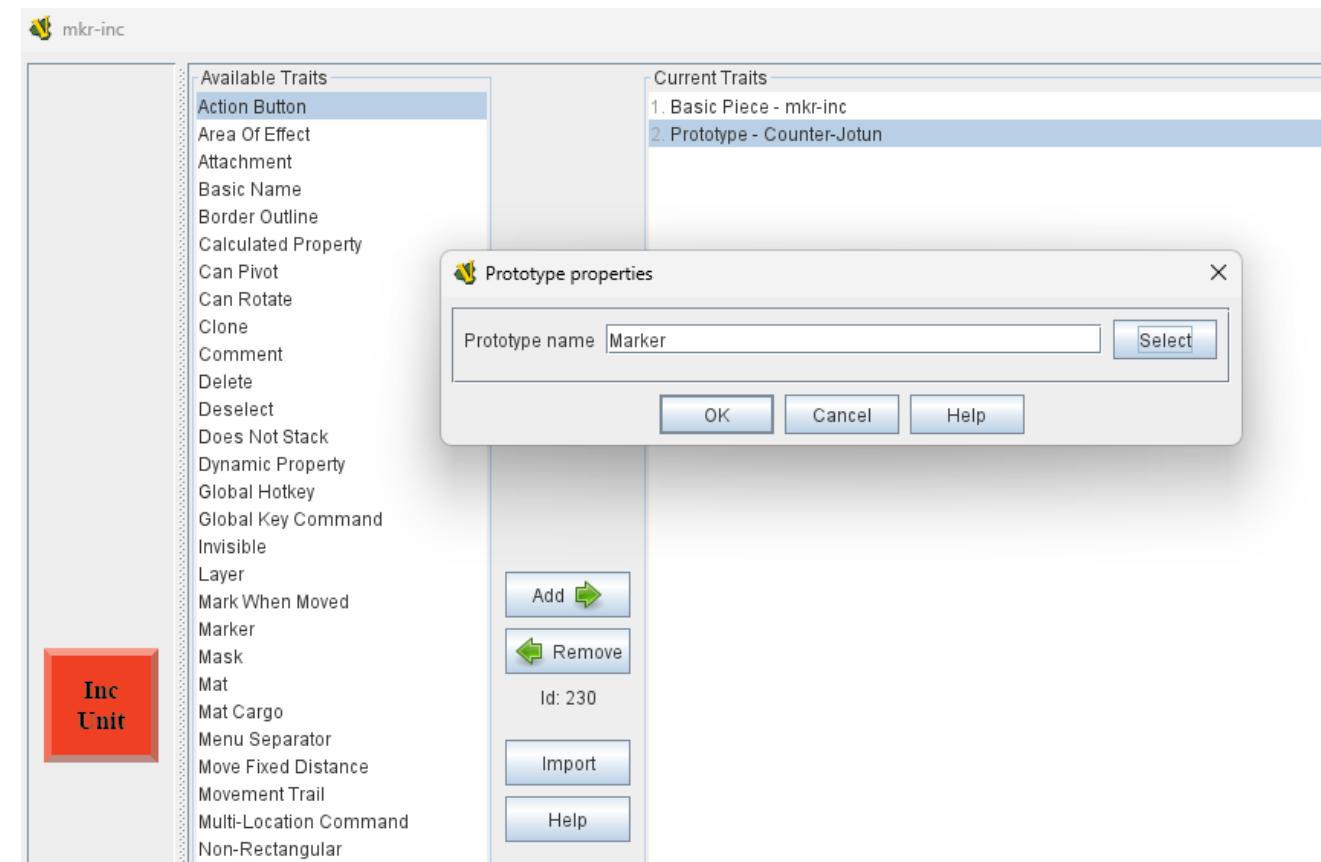
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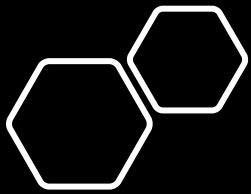
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• Counters – import

Edit the Markers to not have counter setup
Change Prototype to ‘Marker’





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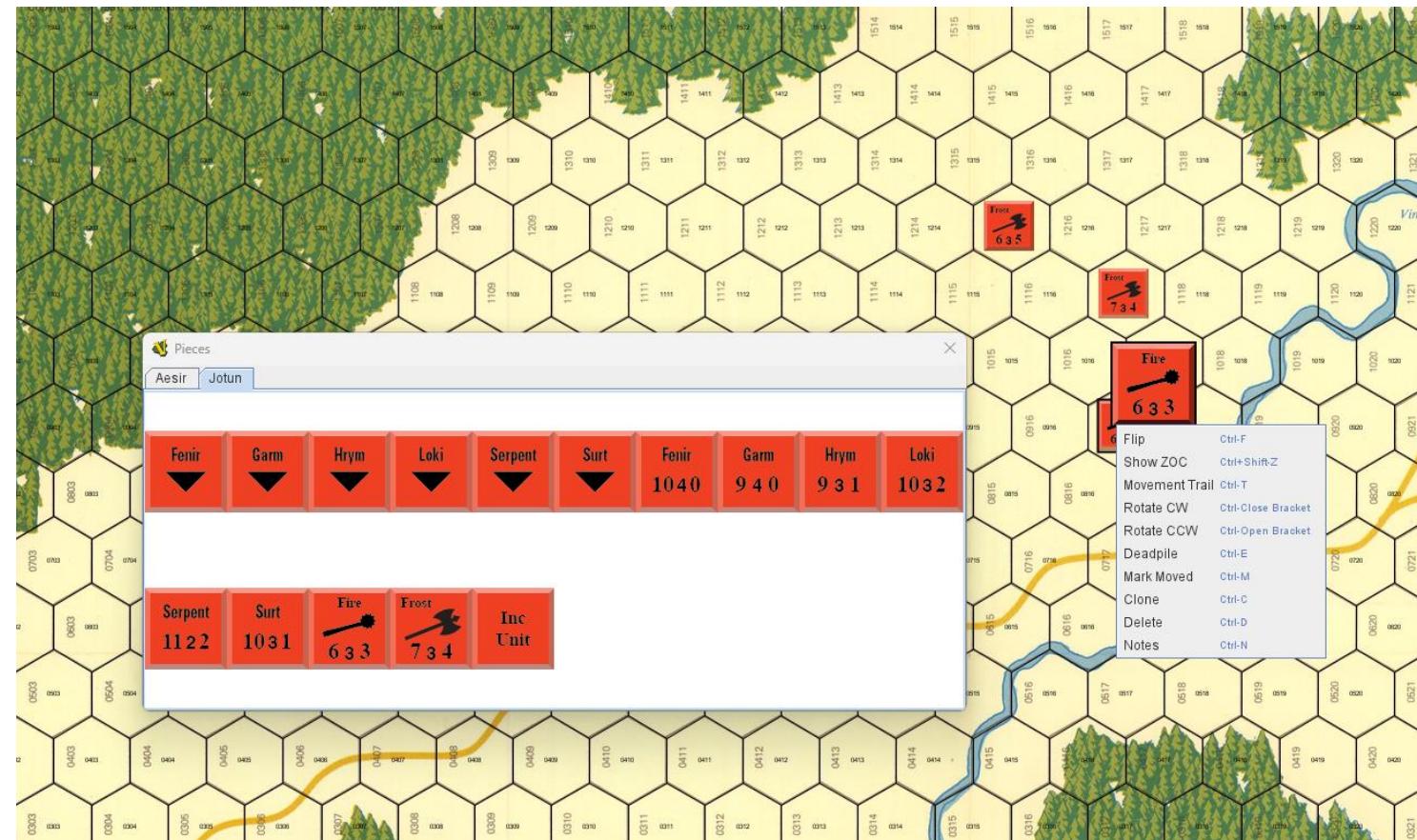
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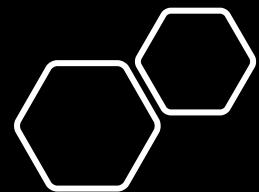
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• State of Play III

Counter palette is filled, and you can drag units onto the map and right click





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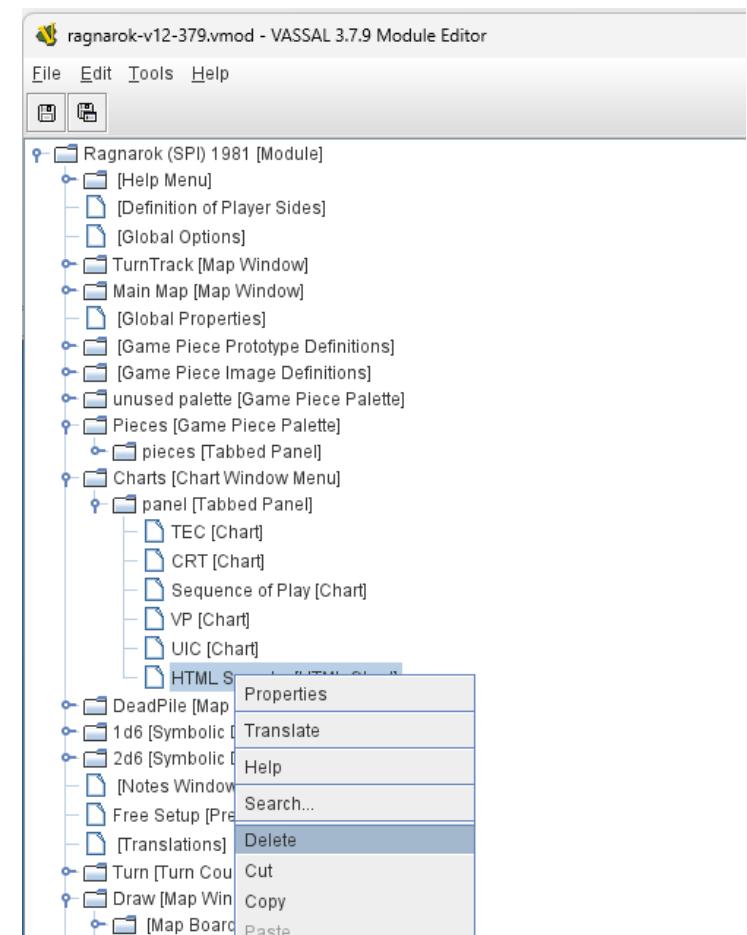
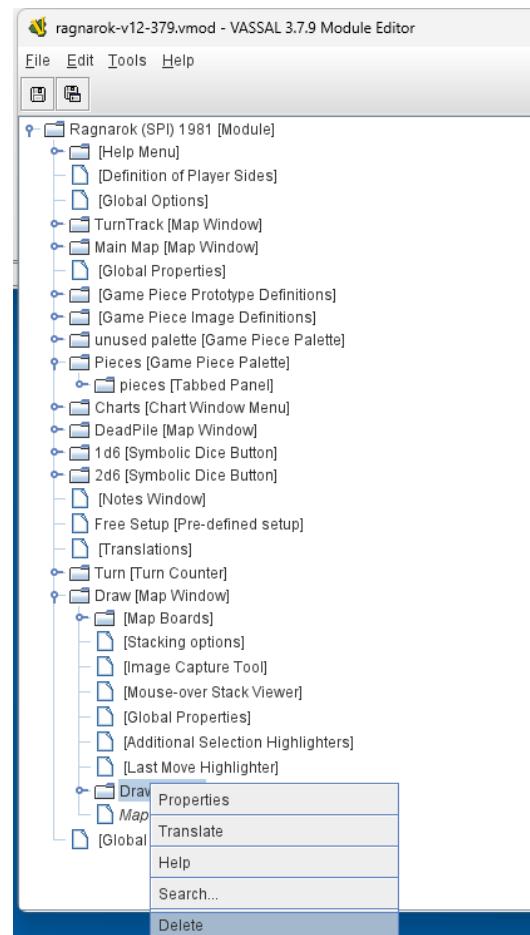
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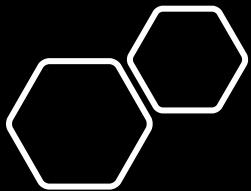
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• Clean Up

Remove the Draw deck, Turn Track & HTML Chart





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• Clean Up

Add the other charts
chart-diseng, chart-attack, chart-mortal, chart-rainbow

The screenshot shows the Vassal software interface. On the left, there is a tree view of windows and charts:

- pieces [Tabbed Panel]
- Charts [Chart Window Menu]
 - panel [Tabbed Panel]
 - 2.5 Counter Types [Chart]
 - 4.0 Sequence of Play [Chart]
 - 5.8 TEC [Chart] - Terrain Effects Chart
 - 6.7 Disengage [Chart] - Disengagement Table
 - 8.6 CRT [Chart] - Damage Table
 - 8.7 Attack [Chart] - Attack Rating Modifications
 - 11.7 Rainbow Bridge [Chart] - Rainbow Bridge Collapse
 - 14.0 Victory Conditions [Chart]
 - DeadPile [Map Window]
 - 1d6 [Symbolic Dice Button]
 - 2d6 [Symbolic Dice Button]
 - [Notes Window]

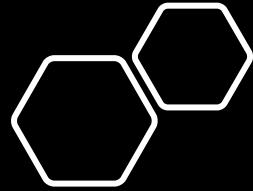
On the right, the 'Charts' window is open, showing the '2.5 Counter Types' tab. The window has a title bar with tabs for '2.5 Counter Types', '4.0 Sequence of Play', '5.8 TEC', '6.7 Disengage', '8.6 CRT', '8.7 Attack', '11.7 Rainbow Bridge', and '14.0 Victory Conditions'. Below the tabs, the first section is titled '[1.0] INTRODUCTION'.

[1.0] INTRODUCTION

Ragnarok is a game depicting the struggle of the Aesir race of Norse gods against an invasion of enemies led by the traitorous god, Loki. The map depicts the Plain of Vigrid, lying between the Rainbow Bridge and the city of the gods, Asgard, where the battle takes place, and the playing pieces represent warriors, Valkyries, Frost Giants, Fire Giants, and such celebrated individuals as Odin, Thor, Loki, and the Midgard Serpent. Each player

The charts and tables used in *Ragnarok* are the Terrain Effects Chart, Disengagement Table, Mortal Enemy Combat Modification Summary, Damage Table, Rainbow Bridge Collapse Table, Attack Ratings Modifications Summary, and Summary of Special Abilities. In addition, the Endurance Level Track and the Rainbow Bridge Track — both printed on the mapsheet — are used to record the progress of certain game functions.

[2.3] The counters represent the Aesir and jotun forces that fight on the Plain



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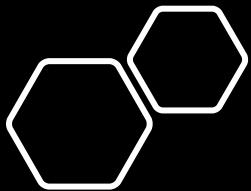
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- **Clean Up**

Remove gridlines and hex numbers



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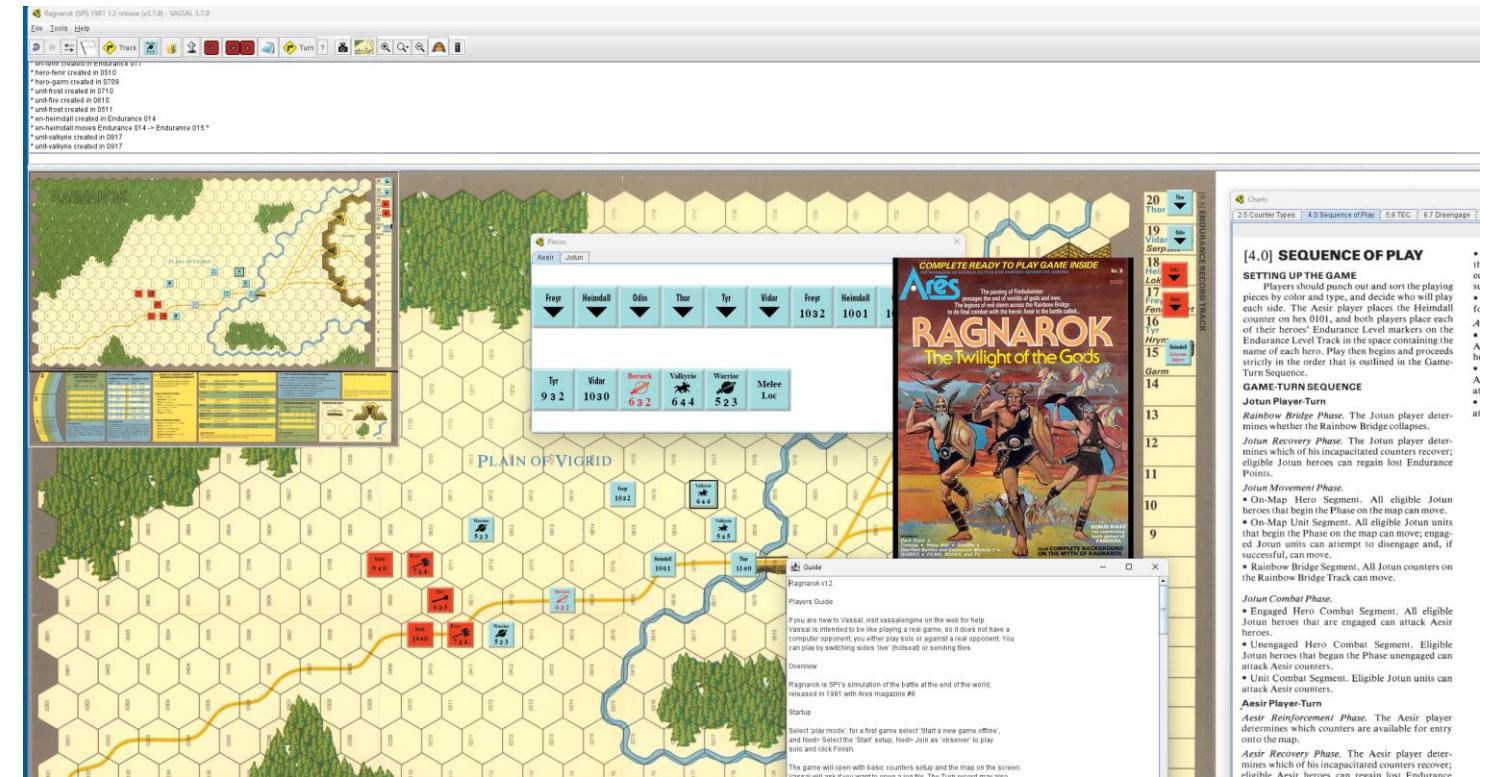
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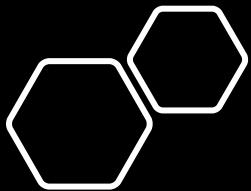
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• State of Play IV Finished item?





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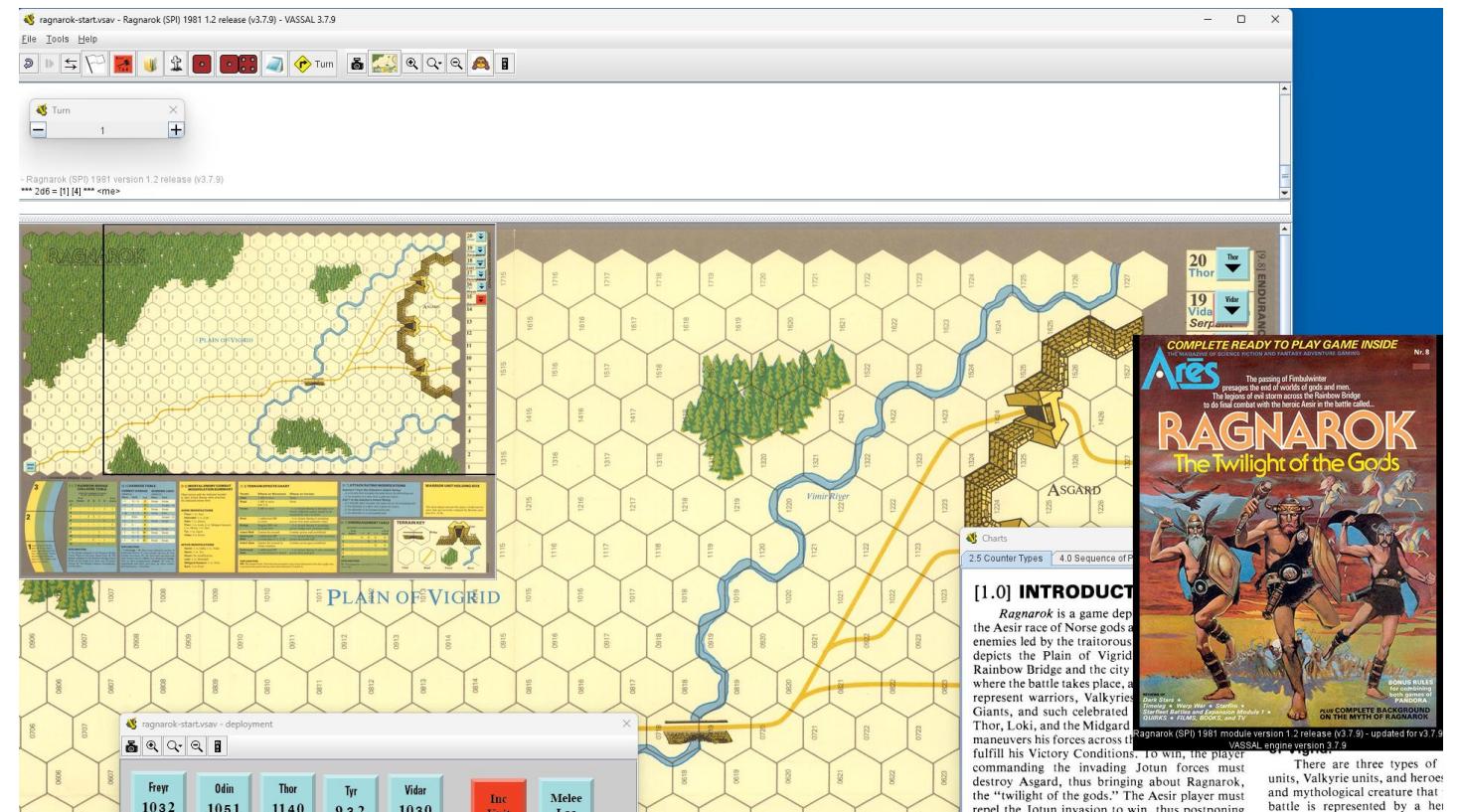
www.simpubs.org

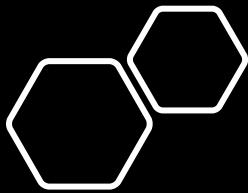
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• The Final Cut

Ragnarok has a limited counter mix, so created a 'Deployment' map with icon to open and an 'At Start' save game. The 'Pieces' are hidden.





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Questions

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- visit [simpubs](#)
- email jzedward

